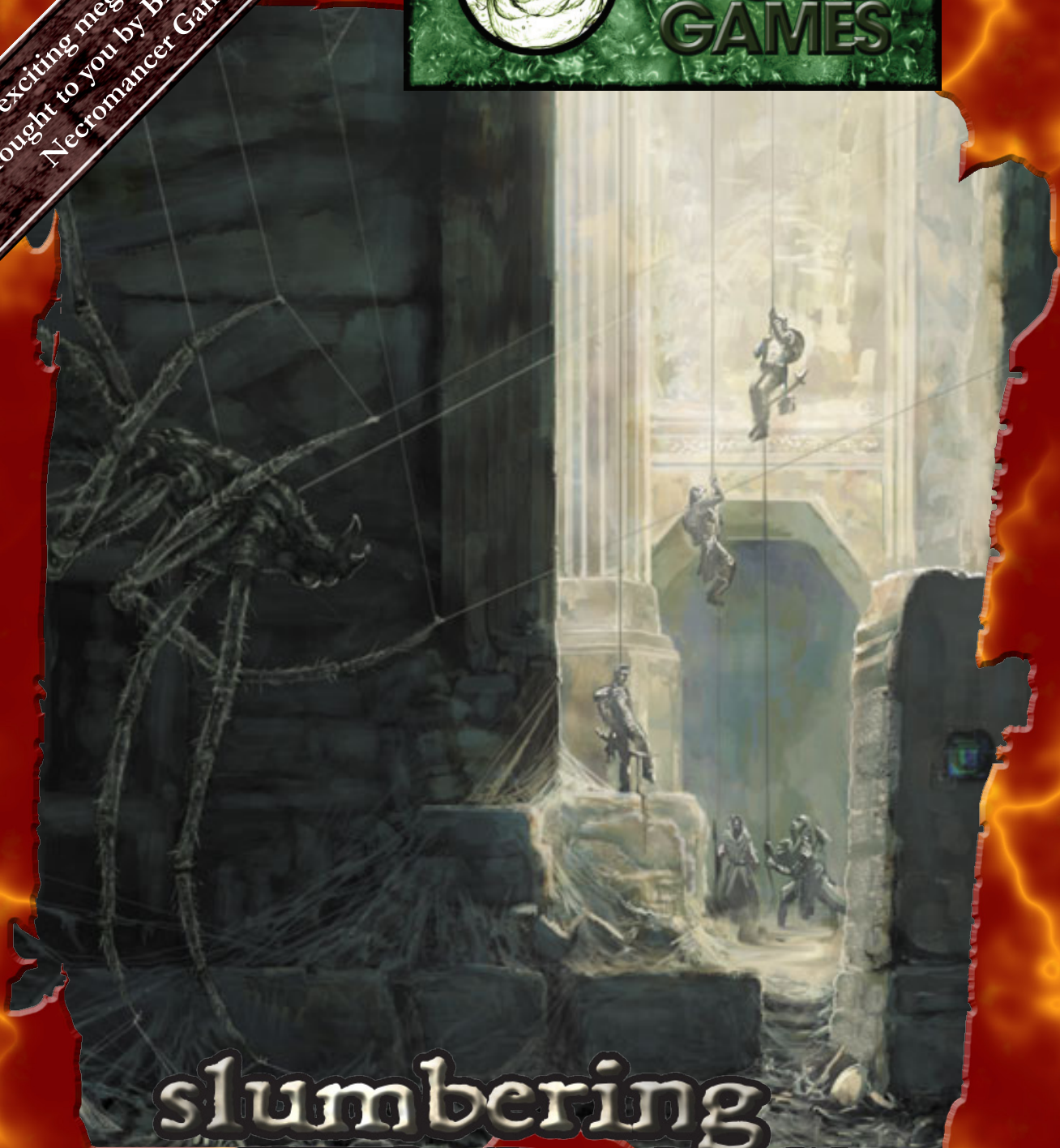


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The Hidden Citadel, Part 6
— Caverns of the Barrier —

By Greg A. Vaughan



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wouldn't have been possible.



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— The Hidden Citadel, Part 6 — Caverns of the Barrier

By Greg A. Vaughan

Upon gaining control of St. Harul's Hold a millennium ago and constructing the Citadel of Orcus, the Disciples of Orcus used that edifice's massive bulk to hide their true purpose in claiming the site, the boring of a shaft into the rock beneath the mountains as instructed by their dark lord. They used the blessed Well of St. Harul, desecrating it and removing its waters to allow them to break through its lower reaches and dig even farther into the earth where they found, hidden deep beneath the citadel, ancient caves formed when the Stoneheart Mountains were first raised by the sibling gods Thyr and Muir. They found the long-hidden Caverns of the Barrier.

Chapter II:

Caverns of the Barrier

Lower Level: Caverns of the Barrier

Difficulty Level: 15

Entrances: Base of St. Harul's Well (Area 1).

Exits: The Proving Grounds (Area 28).

Upon reaching the ancient caverns Orcus had indicated they would find and the strange gateway within, the demon prince sent his Disciples to the far corners of the world in search of a gold dragon wyrmling to be used in his nefarious plot. Hundreds if not thousands of disciples died over the next decade as they took the incredible risks inherent in trying to steal an egg or newly hatched wyrmling from a pair of mated gold dragons. Finally though, a dark ranger by the name of Krellin was able to secure such a prize with the help of his dire eagle companion. In reward for his services, he secured a position of prominence among the nobility of Tsar for all the succeeding generations of his family — unknowingly adopting as their crest the very act that first garnered Orcus's favor.

The Black Orog

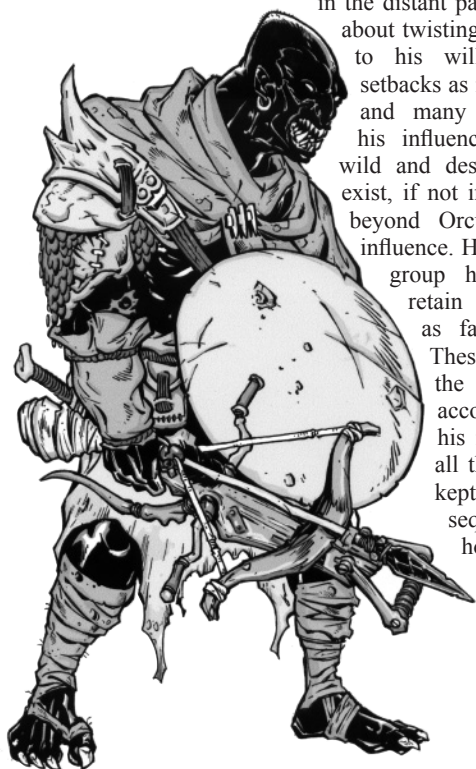
As a demon prince of darkness, undead and evil, it could be said that Orcus is a black-hearted fiend. However, the demon prince has—like many evil beings in his position and with his power—taken this perhaps too literally and expresses his wicked tendencies with constant uses of the color black, from garb for his disciples to temple décor to servitors. One of his most famous expressions of this was in the creation of a race of demon-hybrid orcs that he dubbed as “black orcs”. However, they were not his first foray into the creation of a servitor race. That distinction belongs to the race known as the black orogs.

By mating male orcs and female ogres, he created the orog race in the distant past. These he set about twisting and harnessing to his will. There were setbacks as revolts occurred and many orogs escaped his influence, seeking out wild and desolate places to exist, if not in peace at least beyond Orcus's immediate influence. However, a small group he managed to retain and breed true as faithful servants. These he dubbed the black orogs in accordance with his infatuation with all things black and kept them carefully sequestered, beholden only to his influence.

From his mistakes and miscues in the creation of orogs, Orcus hit upon the

idea of infusing demon blood into the orcish strain and created his much more numerous and reliable black orcs, but he kept his black orogs in a carefully controlled, closed society, developing them for a specific task. With the rediscovery of the Caverns of the Barrier a thousand years ago, Orcus sent the entire population of the black orogs into those caverns to serve as his special guardians and to prepare the Sleeper for the time of Orcus's coming. He then sealed them away to await that day and removed any knowledge of their existence from the world.

Black orogs are statistically identical to regular orogs but have a dusky skin tone, like smoke-touched wood. Their eyes are a dull gray. Unlike most of Orcus's servants, the black orogs are lawful evil and structured in a highly regimented, militaristic society with a strong religious presence. They have maintained this martial hierarchy and continue to practice these rigid ways even to this day. The leader of the black orogs holds the archaic position of waldgraf (or baron) and serves as a sort of military governor. He is assisted by a caste of nobility called the ritters. These knights are the battle leaders of the black orogs. It is from their ranks that a new waldgraf is raised by taking the Test of the Dark Pool when the old waldgraf dies or becomes incompetent. All able-bodied black orogs, male or female, are trained as warriors to serve the clan and are called dhakkars. They are led by officers called jemadars. Black orogs who are too old or infirm to train or act as dhakkars are called chattels and perform all of the menial tasks for the clan, having no rights or privileges of their own. Serving the religious needs of the tribe are black orog Disciples of Orcus called zhervas. Some few of these are given the honor of passing the Test of the Dark Pool and become known as favored zhervas, leading the others in their religious duties. The final caste of black orogs, totally separate and apart from the rest of the society, is the Order of the Keepers. These are all clerics that have passed the Test of the Dark Pool and are cloistered separately from the rest of the clan in order to tend to the needs of the Sleeper. They are mysterious and rarely seen in black orog society, answering to the waldgraf in name only.



With the caverns breached and the wyrmling secured, Orcus sent the entire population of specially bred servitors — the black orogs — into the caverns to tend to his machinations there. He then had the way sealed behind them and filled St. Harul's Well with his corruption, placing the original stairwell out of phase with the rest of the citadel and sealing the way to the chambers below. He then made sure that no rumors or records of the caverns and their contents escaped the citadel so that when that generation of disciples passed so too did the knowledge of their great excavation and the discoveries revealed within. Orcus created an immortal undead gibbering orb to man the belfry of the citadel and tied the key to reopening the well to that creature's existence, confident that the connection would not be made and no one would care to challenge such a deadly abomination without worthy cause. So the well has remained sealed for a thousand years — until now.

Chambers and passages in these caverns are primarily either natural stone or hewn stone — expansions on natural caves and tunnels. Unless otherwise noted, all doors are likewise made of stone, as wood is very scarce in these surroundings. What items do appear to be made of wood are actually composed of a tough, fibrous fungus that, when dried, is as strong as wood though slightly more flexible. Ceiling heights vary in these caverns and many are festooned with stalactites, though most stalagmites have been removed to be used as further building materials. Tunnels and passages are usually 1-1/2 times as tall as they are wide. Unless otherwise noted there are no light sources on this level as the black orogs are capable of getting along quite well in the dark with their inherent darkvision. Descriptions assume that the PCs have some method of seeing what is being described.

Upper Entry Chambers — Map II-I

After descending for 200 feet, St. Harul's Well opens up into these chambers, the entrance into the caverns of the Keltine Barrier. These chambers were sealed behind the black orogs so that only the Disciples of Orcus at the proper time could open them up and make contact with the black orogs once again at the appointed hour of Orcus's eminence. To access the caverns beyond, the PCs must overcome the riddle and obstacles left behind by the Disciples.

I. Base of St. Harul's Well

The smooth spiral within the pristine well finally comes to an end here in a wide, clean room. A tunnel chiseled through the native rock heads west into darkness.

There is nothing of interest at the base of the stairs.

2. Obelisks and Pillars (CR 10)

This strangely-shaped room has a flat, 40-foot ceiling and alcoves opening at each corner. The walls of the room are decorated with murals depicting rugged humanoids constructing vast palaces and monuments from great stone blocks. In the background of one, scaffolding surrounds the lower portions of the massive Citadel of Orcus slowly being constructed. A ring of ten stone plinths occupies the center of the room. On four of the plinths stand short stone obelisks bearing the ram-head of Orcus chiseled into each face. On four other plinths stand short iron pillars cast in the shape of Orcus's skull-headed wand. The final two stone plinths are empty, another stone obelisk and iron pillar standing on the floor nearby. At the entrance to each of the four alcoves stands a crudely-rendered statue with a vaguely humanoid shape.

This serves as a riddle chamber to prevent the unwanted from entering the sealed caverns beyond. Each Grand Cornu carried the secret of bypassing the chamber, but the PCs will have to determine it for themselves.

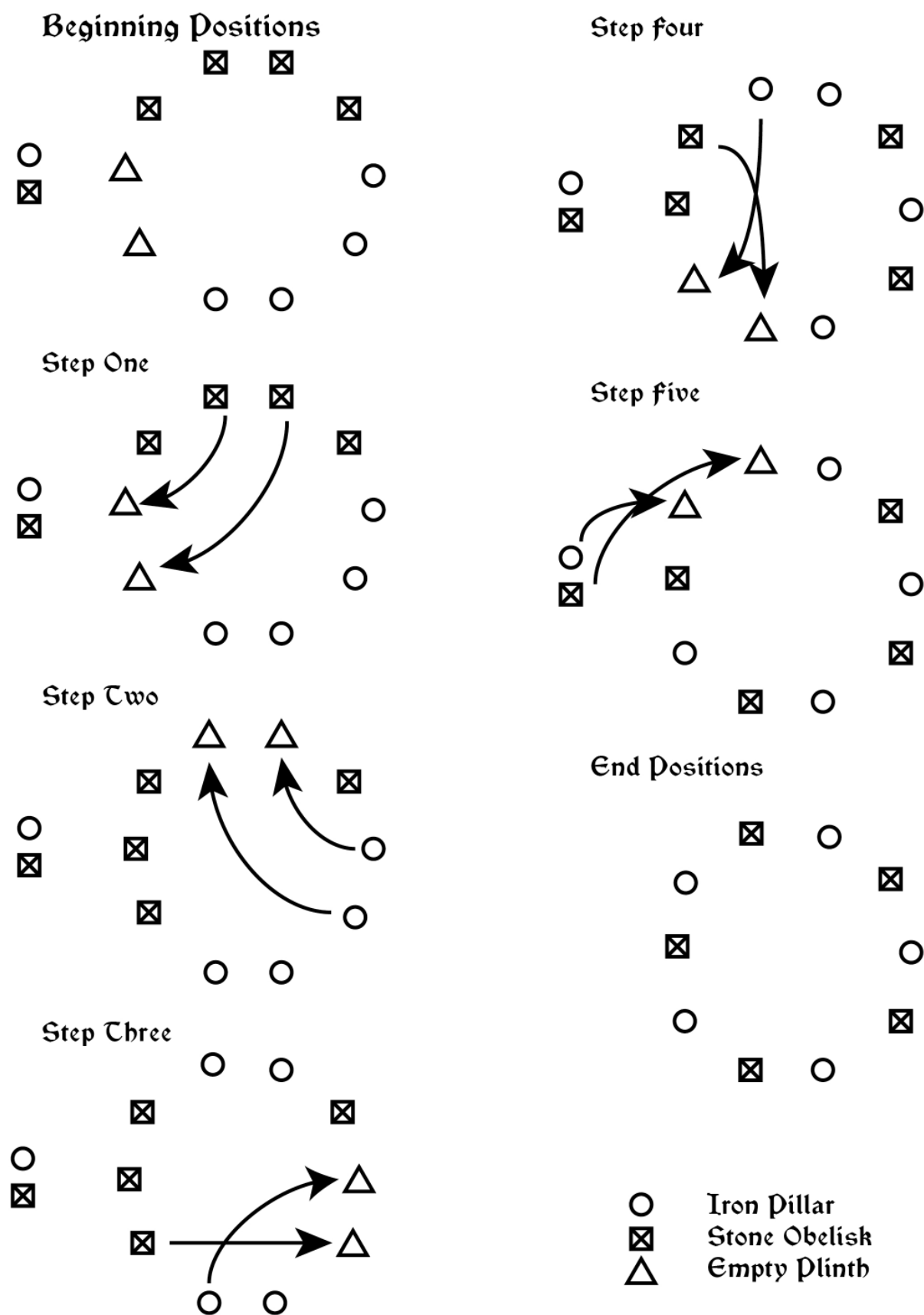
Anyone examining the murals and making a DC 15 Perception check notices a section of the mural where a ring of pillars and obelisks — identical to the one in this room, even down to the two empty plinths — stands at the base of a great temple. Several of the brutish humanoid figures stand around and appear to be studying it. A DC 20 bardic knowledge, Knowledge (history), Knowledge (arcana), or Knowledge (engineering) check recognizes the setup as an ancient riddle, once used frequently among builders and mathematicians as a conundrum. It took the form of a game and required certain rules to be successfully completed. The goal is to situate all of the obelisks and pillars in the circle atop the plinths in an alternating order—including the two sitting to the side—in the least number of moves. However, the rules required that each move must involve two adjacent objects — whether obelisk-obelisk, pillar-pillar, or obelisk-pillar—the two must be adjacent and moved as a pair, and must be moved to different plinths, they can't simply be switched with each other. The starting positions of all the pillars and obelisks are illustrated on **Figure 11-1**. It also shows the way to complete the puzzle in the least number of moves.

A search of the room locates a secret door in the west wall with a DC 35 Perception check. However, this door has been supernaturally sealed by the will of Orcus and cannot be forced open or the walls of the room breached by any force mundane or magical. If the pillars and obelisks are correctly situated (regardless of the number of moves it required) the secret instantly opens with a click and cannot be resealed. However, to complicate matters, the PCs will find the supernatural nature of the Orcus's wards affect the plinths as well. They only way an obelisk or pillar can be moved is if one adjacent to it is lifted at the same time. They are resistant to all harm, and no more than two can be moved at once. Not until those two have been placed on other plinths can any others be moved. A DC 20 Strength check is required to lift and move an obelisk or a pillar.

Creatures: Of more immediate concern, however, are the **4 stone roppers** that occupy the chamber — the crudely-rendered statues in the alcoves. These have been held in magical stasis since the well was sealed but are awoken by the opening of the well. The Seneschals of the Citadel kept a special charm that allowed these creatures to be safely bypassed, but it was lost somewhere in the Desolation by Vrrius, the last seneschal to carry it. Their tentacles have a range of 50 feet, and they all attack as soon as the whole party enters the room.

Figure 11-1

2. Obelisks and Pillars



CHAPTER 11: CAVERNS OF THE BARRIER

STONE ROPERS (4)

XP 2,400

The Tome of Horrors Complete 517

CE Medium aberration

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 200 ft.; **Perception** +12

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +4; **Will** +6

Defensive Abilities stony hide

Speed 10 ft.

Melee bite +7 (1d8+4)

Ranged 6 strands +7 touch (1d4 Strength)

Space 5 ft.; **Reach** 5 ft. (50 ft. with strand)

Special Attacks pull (strand, 5 feet), strands, venom pulse

Str 17, **Dex** 15, **Con** 14, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19 (can't be tripped)

Feats Improved Initiative, Point Blank Shot, Weapon Focus (strand)

Skills Climb +12, Knowledge (dungeoneering) +10, Perception

+12, Stealth +11 (+19 in stony or icy areas), Survival +12

Languages Terran, Undercommon

Stony Hide (Ex) A stone roper's tough hide renders it immune to damage from nonmagical ranged attacks, save those of unusually large size (such as boulders hurled by a giant).

Strands (Ex) Most encounters with a stone roper begin when it fires up to six strong, sticky strands up to 50 feet away (no range increment). A roper's attacks with its strands are treated as ranged touch attacks. Strands can be severed by any amount of slashing damage (a strand is AC 20). Once a strand has successfully struck a victim, it remains attached until severed or retracted by the stone roper (which it may do as a free action). Attached strands do no further Strength damage, but the struck individual is subject to the pull effect each round, and is subject to the stone roper's venom pulse ability. A creature that begins its turn attached to a strand is numbed and weakened by the strange material, and for each strand attached must make a DC 15 Fortitude save or take 1d4 points of Strength damage. The save DC is Constitution-based, and poison resistances and immunities apply.

Venom Pulse (Ex) Twice per day, a stone roper can exude a pulse of venom through all of its attached strands as a free action. A creature attached to a strand must succeed on a DC 15 Fortitude save or be paralyzed (multiple attached strands do not require

CR 6

multiple saves or increase the save DC). A paralyzed creature appears to have been turned to stone (DC 20 Spot check or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed on a DC 15 Will save or act as if under the effects of a *charm monster* spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a *confusion* spell for 1d6+2 rounds. The save DCs are Constitution-based, and poison resistances and immunities apply.

Development: This is an excellent opportunity for your players to exercise their skills at problem solving. To help them visualize you can place a ring of dice using different colors or different shapes (d12 for pillars and d4 for obelisks, for instance) as situated at the Beginning Position of Figure 1 and work out how the ring can be completed. If your players are not up to the challenge or you'd rather not role play the whole thing out, allow an Intelligence check (DC range 20–30 at your discretion) to solve the riddle. If a PC has 5 or more ranks in bardic knowledge or the Knowledge checks mentioned above allow a DC 15 skill check to reduce the Intelligence check DC by 2 (cumulative for different PCs making different skill checks). Regardless of how you run it, don't let this room prevent the adventure from continuing, as the PCs must get through the secret door to complete their mission. However, it is recommended to award those players that actually solve the riddle by not giving a hint on the clue at Area 3 to those PCs who relied on an ability check roll to solve it.

Ad Hoc XP Award: If the players solve the riddle in 5 moves through their own efforts, award XP for a CR 20 encounter. If they rely on skill checks or ability checks or require more than 5 moves, only award XP for a CR 12 encounter.

3. Helping Hands

A yawning chasm opens before you as the tunnel ends. Forty feet across, the tunnel resumes in the chasm's far wall. The ceiling of this chasm cavern is only 10 feet above the level of the tunnel you are in, but the floor drops away into the darkness of the nethermost pits. A cool, moist breeze blows up from below, bringing with it the smell of cold water and mildew. Swaying in this slight breeze and spanning the breadth of the chasm is a macabre line of dangling ornaments. Each is severed humanoid arm—now desiccated—of various races, hanging hands down. Where they once connected to a shoulder, now iron chains clamped to their bones run about three feet above and are bolted to the stone cavern ceiling. There are a total of eight of these strange, dangling limbs hanging in a line between the entry tunnel and the exit on the far side. Each hangs down to about shoulder height on a man, and the first is only three feet beyond the lip of the chasm.

Like the previous riddle cave, this chamber was designed to prevent unwanted passage into the sacred caverns beyond. The supernatural will of Orcus hangs over this entire chasm down to the level of Area 8 below and prevents any forms of flight, telekinesis, or teleportation magic. This prevents the shroth demons from trying to enter here. Furthermore, this supernatural effect causes all creatures of below 3 Intelligence to instinctively avoid this chamber. A final effect is that each of the arms bears some minor animation that cannot be turned or dispelled and also renders them and their anchoring chains immune to any form of harm.

A DC 15 Perception check with adequate visibility notices an inscription on the far wall of the cavern just north of the exit tunnel. It says, "The quickest solution to the riddle is not the answer here. Of that number, you'd best beware."

As mentioned, each of the dangling arms bears some small bit of animation causing them to twitch and jerk slightly, visible to anyone observing them closely. However, they are not malevolent, and their





animation merely causes them to firmly grasp any hand that clasps them. To cross the chasm, a PC must swing hand over hand from one dangling arm to the next. Each arm will clasp the PC's hand when grabbed and release when they are released. This requires a DC 10 Dexterity check (including any armor check penalties) to swing from one arm to the next, but no Strength check since the arms hold firmly onto the PC regardless of his weight or size. A total of eight Dexterity checks must be made to successfully cross the chasm. On a failed Dexterity check, the character must make a DC 15 Reflex save. If successful, that PC is able to hang on and make another try for the next arm in line. If failed, then the PC has loosed his grip on the hand and missed the next hand and, as a result, plummets 500 feet to the waters of Area 8 below. The first 400 feet of the fall retain the no flight prohibition of this area, which extends to *feather fall* spells as well. Even with the cushioning water below, a fall from this height causes 20d6 points of damage. However, a DC 60 Swim or Acrobatics check allows a PC to successfully dive and take no damage from the fall. Refer to Area 8 for details of the lake below.

The inscription of the far wall refers to the riddle of Area 2. A minimum of five moves was required to properly position the pillars and obelisks. In this area, the fifth dangling arm (counting from the east) is detrimental to the PCs. Though it looks no different than the other arms, this one was taken from a powerful ghast and it retains its paralytic touch, augmented by Orcus's will in this chamber. It grasps the hand of anyone swinging just as the other arms do, but anyone touching it (whether with bare hand or gloved) must make a DC 20 Fortitude save or be paralyzed. The arm immediately releases anyone who becomes paralyzed, dropping them into the chasm below. This hand can be skipped by swinging from the fourth arm to the sixth arm with a DC 20 Dexterity check (same results as above for a failed check).

One easy means for the party to cross this chasm is to have one PC swing across with a rope and to have each arm grip that rope as he swings to the next. Each arm will cling to the rope (even the ghast arm) until someone tries to pry its fingers apart at which point it releases the rope. By doing this the PCs can go hand over hand across the rope at their normal climbing speed with only a DC 5 Strength check (including any armor check penalties) for each move action they take. The Strength check DC increases to 10 for PCs with a medium load and to 20 for a heavy load. The ghast hand can easily be avoided by PCs crossing hand over hand on a rope, and even if not trying to avoid it they have only a 1 in 6 chance of touching it incidentally and needing to make a Fortitude save.

Ad Hoc XP Award: If the party successfully crosses the chasm, award XP for a CR 15 encounter. Subtract 1 from the CR for each character that falls.

4. Creaking Descent (CR 16)

The rough-hewn tunnel ends at yet another drop off. A great shaft has been bored through the rock and disappears into darkness below and above. Starting at the tunnel entrance, a rickety-looking stair composed of timber and scaffolding held together by ropes and pegs hugs the walls as it winds down into the darkness below. The wooden planks and beams are cracked and silver with age, and the ropes look frayed and worn. A cool draft rises from below.

This shaft descends 500 feet to the lower entry chambers. It rises 50 feet above where it ends at a roof of solid stone. When weight is placed upon the stairs, they shift and creak alarmingly, but they are actually sturdy and will not collapse short of actual destructive attacks made against them.

Creature: At the top of the shaft above rests an **ancient cave shrike** that has lived here for years off of the doombats that occasionally fly up from below. It is a giant, protoplasmic ooze surrounded by a ring of elastic tentacles with incredible reach. It avoids Area 3 due to the supernatural aura that surrounds it. It attacks 1 round after anyone steps foot on the stairs, the noise of which awakes it from its somnolence. It then begins making its grab attacks to drop victims to the base of the shaft below. Creatures that descend the stairs far enough so that at least one flight is above them gain cover from the cave shrike's attacks, but it pursues down the shaft climbing along the ancient scaffolding if its prey attempts to flee beyond its considerable reach.

ANCIENT CAVE SHRIKE

CR 16

XP 76,800

Advanced-HD cave shrike (*Creature Collection Revised* 39)

N Huge ooze

Init -3; **Senses** blindsight 120 ft.; **Perception** -5

AC 5, **touch** 5, **flat-footed** 5 (-3 Dex, -2 size)

hp 204 (24d8+96)

Fort +12; **Ref** +5; **Will** +3

Immune ooze traits

Weaknesses vulnerability to electricity

Speed 15 ft., **climb** 15 ft.

Melee 4 tentacles +23 (1d6+7 plus grab and adhesive)

Space 15 ft.; **Reach** 15 ft. (100 ft. with tentacles)

Str 24, **Dex** 5, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +18; **CMB** +27 (+31 grapple); **CMD** 34 (can't be tripped)

Skills Climb +15

Adhesive (Ex) The cave shrike's tentacles secrete a sticky substance that helps them grip and hold an opponent. A victim hit by a tentacle is automatically pinned and remains that way unless that creature breaks free with an opposed grapple or Escape Artist check. Grappling opponents in this way does not give the cave shrike penalties in grappling or attacking with its other tentacles. Beginning the round after it latches onto its prey, the cave shrike lifts a pinned opponent 30 feet into the air each round. A single tentacle can lift 700 lbs., and multiple tentacles can combine to lift more. Creatures lifted a suitable height are then dropped to their deaths by the cave shrike that then feeds on their pulpy remains.

A single tentacle can be targeted individually and severed with 25 points of slashing damage (this does not damage the cave shrike itself). The wielder of a weapon that strikes a tentacle must make a DC 29 Reflex save or have the weapon snatched from his hand and held by the tentacle's adhesive slime. Removing such a weapon requires a DC 29 Strength check. The DCs are Strength-based.

A cave shrike can release its adhesive as a free action, and the adhesive slime breaks down 10 minutes after the cave shrike's death.

Lower Entry Chambers — Map II-2

These caverns lie 500 feet below the upper entry chamber and are at the same level as the barrier caverns. At some places along the floors and lower walls they have seen the smoothing influence of black orog tools, but largely they completely natural caverns. In the larger chambers the ceiling varies from 80 to 100 feet high and still bear a myriad of stalactites.

5. The Shingle (CR varies)

The corridor ends at the edge of a body of water, a stone shingle overlooking a vast subterranean lake. Pounded into the gravel at the edge of this lake are tall poles ending in torch brackets complete with unlit torches. Side tunnels open to the north and south.

This beach abuts the dark lake. The six poles are 10 feet tall and are marked on the map. At the base of one of them is a small iron chest holding flint and steel carefully protected in an oiled cloth. At the base of another is a stone chest holding 20 replacement torches likewise preserved in an oil cloth. If the party brings light sources brighter than a candle to the shingle or lights any of the torches, it summons the boatman from Area 9. See **development** below. Anyone making a DC 5 Perception check notices the steady ring of metal on metal from Area 6. A DC 15 Perception check also notices an occasional yipping noise or splashing plop out over the lake. These are the shadow-giant smith at Area 9 and the doombats and demons at Area 8 respectively.

Creatures: For every minute spent on the beach there is a 20% cumulative chance of **1d4 doombats** flying over to investigate a new potential meal. They appear as giant black bats with glowing yellow eyes and a slashing tail.

DOOMBATS (1d4)

XP 1,200

The Tome of Horrors Complete 52

NE Large magical beast

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +14

AC 17, touch 14, flat-footed 12 (+5 Dex, +3 natural, -1 size)

hp 42 (5d10+15)

Fort +7; **Ref** +9; **Will** +2

Speed 10 ft., fly 50 ft. (good)

Melee bite +7 (2d6+3), tail lash +2 (1d6+1)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks shriek, yip

Str 17, **Dex** 21, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 24

Feats Stealthy, Skill Focus (Perception, Stealth)

Skills Escape Artist +7, Fly +11, Perception +14, Stealth +10

Shriek (Ex) A doombat can emit a piercing shriek every 1d4 rounds. All creatures that can hear the doombat's shriek (except other doombats) within a 100-ft. radius must succeed on a DC 15 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same doombat's shriek for 24 hours. The save DC is Constitution-based.

Yip (Ex) A doombat yips constantly while in combat. The noise



interferes with an opponent's ability to focus on difficult tasks. Spellcasters within 100 ft. of a yipping doombat must succeed on a concentration check (DC 15 + spell's level) anytime they attempt to cast a spell. The effect of several doombats yipping at once is not cumulative.

Development: As mentioned above, if light sources are brought to the beach, they are noticed by the boatman (see Area 9). He arrives in his dragon turtle shell boat in 1d4+6 minutes. Upon approaching the shore and sighting the party, he calls out in gravelly Common, "Be ye the thrice-cursed bringers of darkness? Is the hour of the Sleeper upon us?" This is the boatman's way of asking if the PCs are Disciples of Orcus come to wake Garagor. He is not clever enough to see through any ruse, so if the answer is in any way affirmative he takes them at their word and ferries them to Area 11 without further questions.

6. Smithy of the Shadow-Giant (CR 20)

The doors to this area are composed of iron and bear bas-relief images of a heavily-muscled man clad only in loin cloth clutching a spear with which he skewers the sun. They are not locked and are perfectly counterbalanced to open easily with a push. A PC who has seen the Cursed Smithy of Larach-Umbriol in the city of Tsar above (see Area H3 of *Slumbering Tsar: Temple-City of Orcus*) recognizes this as the same image as the statue atop that dome.

This domed chamber is dimly lit only by a banked forge that stands in its exact center. At the apex of the 40-foot dome is an engraving of a great sun rendered in black stone. A number of alcoves open off of this chamber, each containing an armored warrior.

Outside the smithy's southern door are another small shingle and a stone dock. If a light source is brought to it, the boatman approaches it as described at Area 5 though he does not ask the questions as described there but also does not approach if he does not see the shadow-giant, returning instead to Area 9.

Creature: Within this stark chamber resides the enigmatic shadow-

CHAPTER 11: CAVERNS OF THE BARRIER

giant of days of old, the dread smith Larach-Umbriol. This strange creature is actually a **nightshade**. With the Great Retreat he somehow found a way to penetrate the hidden caverns below and retired to these dark precincts. How he even knew of their existence remains a mystery as well, but for the last few centuries he has maintained his solitude while slowly upgrading the arms and equipment of the black orogs. He works much slower these days with all the eons of existence at his disposal. When the party enters he is rhythmically hammering a sword blade into shape, however he gladly takes time from his work to partake in a little destruction of living beings. He has never attacked the black orogs or any of their servitors, but they give him a wide berth nonetheless, cautiously accepting the weapons he brings.

LARACH-UMBRIOL, THE SHADOW-GIANT CR 20 XP 307,200

Nightwalker expert 8 (*Pathfinder Roleplaying Game Bestiary 2* “Nightshade, Nightwalker”)

CE Huge undead (extraplanar, nightshade)

Init +6; **Senses** darksense, darkvision 60 ft., *detect magic*; Perception +33

Aura desecrating aura (30 ft.)

AC 40, touch 10, flat-footed 38 (+9 armor, +2 Dex, +21 natural, –2 size)

hp 341 (21d8+147 plus 8d8+56 plus 8)

Fort +18; **Ref** +13; **Will** +25

DR 15/good and silver; **Immune** cold, undead traits; **SR** 31

Weaknesses light aversion

Speed 40 ft.

Melee +3 *returning warhammer* +39/+34/+29/+24 (3d6+19/x3) or 2 claws +35 (3d6+16/19–20 plus 4d6 cold)

Ranged +3 *returning warhammer* +27 (3d6+19/x3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks channel energy 8/day (8d6, DC 30), fear gaze, swift sundering

Spell-Like Abilities (CL 16th; 10% arcane spell failure)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20), *invisibility*, quickened *unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 7, 4 greater shadows)

Str 38, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +21; **CMB** +39 (+41 disarm, +43 sunder); **CMD** 51 (53 vs. disarm and sunder)

Feats Cleave, Combat Expertise, Combat Reflexes, Command Undead, Great Fortitude, Greater Sunder, Improved Initiative, Improved Sunder, Improved Disarm, Power Attack, Quicken Spell-like Ability (*unholy blight*), Skill Focus (Craft [armor]), Skill Focus (Craft [weapons]), Vital Strike, Weapon Focus (warhammer)

Skills Appraise +33, Craft (blacksmithing) +38, Craft (armor) +45, Craft (weapons) +45, Knowledge (arcana) +33, Knowledge (planes) +33, Knowledge (religion) +33, Perception +33, Spellcraft +33, Stealth +22 (+30 in dim light or darkness), Survival +33

Languages Abyssal, Common, Infernal; telepathy 100 ft.

Gear Huge +5 *mithral shirt*, Huge *hammer of thunderbolts**, masterpiece artisan’s tools (smithing) [+5 competence bonus]

* See *Pathfinder Roleplaying Game Advanced Player’s Guide*

Tactics: The nightwalker’s first act is to cast *deeper darkness* on the forge and disappear into the shadows of the room. He then casts *haste* on himself and launches a quickened *unholy blight* in the area where he hears the most party members. If his darkness is dispelled he clings to the shadows or *air walks* to the ceiling and makes attacks with his evil gaze, quickened *unholy blight*, *cone of cold*, and *finger of death* primarily against spellcasters. If anyone begins making particularly effective melee attacks against him, he attempts

to disarm that individual and crush his weapon.

Treasure: The armored warriors in the alcoves are actually suits of masterwork armor that he has constructed and placed on display. All are constructed of the darkest steel and bear many extra spikes and razor sharp edges (treat as armor spikes). They consist of *demon armor*, *breastplate of command*, *plate armor of the deep*, Large +3 *half-plate*, Small +3 *mithral shirt of sonic resistance*, +2 *splint mail of etherealness*, and *armor of the shadow goddess*.

Armor of the shadow goddess first appeared in **Relics & Rituals II: Lost Lore** by Sword & Sorcery Studios and is included here for your convenience.

ARMOR OF THE SHADOW GODDESS

Aura moderate conjuration and illusion; CL 11th

Slot armor; **Price** 123,175 gp; **Weight** 20 lb.

DESCRIPTION

Besides being +3 *improved shadow studded leather armor*, the *armor of the shadow goddess* also grants the wearer the shadow jump 80 feet ability of the shadowdancer (Chapter 11 of the *Pathfinder Roleplaying Game*) and darkvision 60 feet.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *darkvision*, *invisibility*, *silence*, *plane shift*; **Cost** 61,675 gp

7. Side Spurs (CR varies)

Each of these twisting, natural tunnels is coated in guano and crawling with cave insects. They are home to colonies of doombats. Each round spent in these tunnels has a 1 in 3 chance of encountering **2d4 doombats**. These encounter chances continue as long as PCs remain in this area. There are thousands of doombats in these tunnels, so the party will be unable to eradicate them all.

DOOMBATS

CR 4

XP 1,200

hp 42 (See Area 5)

8. Dark Lake (CR varies)

The waters of this lake are dark in coloration due to the presence of many heavy minerals dissolved in it. The water is potable, though chillingly cold, and is the source of the Darken River in the city high above. It averages 60 feet deep for most of its area but several chasms near its center reach as deep as 150 feet. These are the abodes of the many shrroth demons left by Orcus to inhabit the deeps here. The cavern ceiling vaults to 100 feet overhead and bears hundreds of sizeable stalactites. At the northern end a fissure leads up to Area 3 of the upper entry chambers.

Creatures: The **shrroth demons** largely remain under their waters, only coming forth to hunt low-flying doombats. They resemble bloated humanoids with the lower body of a giant squid. Large horns protrude from a mass of black hair atop their heads, and each hand bears six sharp talons. They ignore the boatman’s craft but 1d3 converge on and attack anything else entering the water, including those who might fall from the boatman’s ferry. These generally arrive within 1d4 rounds with another arriving every 1d4 rounds after that. They do not pursue beyond the edges of the lake. Likewise **doombats** prowl the cavern hunting for the cave fish that swim too close to the surface. They ignore the boatman but 1d8 come to investigate

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anyone else on the water after 1d4 rounds, and anyone flying in the cavern attracts 2d6 doombats in 1d2 rounds. Additional doombats arrive at the rate of 1d2 every 1d4 rounds as long as the PCs remain over the water. The boatman comes to investigate any disturbances on the lake after 1d10 minutes and responds as described at Area 5.

SHRROTH DEMONS

CR 12

XP 19,200

The Tome of Horrors Complete 173

CE Huge outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +26

AC 23, touch 12, flat-footed 23 (+11 natural, -2 size, +4 profane)
hp 162 (12d10+96)

Fort +16; Ref +10; Will +7

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 23

Speed 20 ft., swim 60 ft.

Melee trident +19/+12/+9 (3d6+9), bite +14 (1d8+4), 6 tentacles +14 (2d6+4 plus grab) or 2 claws +19 (1d6+9), bite +19 (1d8+9), 6 tentacles +14 (2d6+4 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (tentacle, 2d6+4), sickening cloud

Spell-Like Abilities (CL 12th)

At will—*chaos hammer* (DC 18), *dispel magic*, *mirror image*, *greater teleport* (self plus 50 pounds of objects only), *water breathing* (others only) (DC 17)

2/day—*feeblemind* (DC 19)

1/day—*power word blind*, summon (level 9, 2d8 melethzu demons

[aquatic dretches, swim speed 50 ft.] 50% or 1 shrroth 35%)

Str 28, Dex 10, Con 27, Int 14, Wis 16, Cha 18

Base Atk +12; CMB +23 (+27 grapple); CMD 37

Feats Blind-Fight, Cleave, Deceitful, Improved Initiative, Lightning Reflexes, Power Attack

Skills Bluff +23, Diplomacy +19, Disguise +6, Intimidate +19, Knowledge (planes) +17, Perception +26, Sense Motive +18, Stealth +7, Swim +32

Languages Abyssal, Common, plus one more; telepathy 100 ft.

SQ amphibious, jet

Gear trident

Sickening Cloud (Ex) A shrroth can emit a cloud of grayish liquid in a 40-foot spread once per minute as a free action. The cloud provides concealment and any creature in the area or entering the area must make a successful DC 24 Fortitude save or be sickened for 3 rounds. The save DC is Constitution-based.

Jet (Ex) A shrroth can jet backward once per round as a full-round action at a speed of 240 feet. It must move in a straight line, and does not provoke attacks of opportunity while jetting.

DOOMBATS

CR 4

XP 1,200

hp 42 (See Area 5)

8a. Flooded Tunnel (CR 19)

This narrow tunnel is approximately 30 feet high, though half of that is below water level. The water within is stagnant with a film of green sludge atop it. The tunnel is moist with condensation and the molds and slimes that grow from the spores carried on subterranean breezes from Area 13. The tunnel smells strongly of mold and decomposition.

Creatures: It has also been taken over as the warren for a large gang of shrroth demons. There are a total of **13 shrroth demons** that call these cramped, watery quarters home. They begin to attack intruders 1 round after the tunnel is entered with some teleporting behind the intruders to flank and attack from both sides. They try to upset any boat or raft (the boatman's ferry is too large to fit) to get at PCs in the water. They subject flying or swimming PCs to multiple uses of *dispel magic* and use their sickening cloud for underwater combat.

SHRROTH DEMONS (13)

CR 12

XP 19,200

hp 162 (See Area 8)

9. Boatman's Landing (CR 13)

A long dock constructed of rough-hewn planks of some tough, fibrous wood stands in the water before a small peninsula of stone jutting out into the lake. At the back of the peninsula, a cave mouth opens in the cavern wall. Small bits of trash and debris indicate that someone or something lives here, and a much-mended fishing net has been spread out over one end of the dock to dry.

Creature: This landing serves as the abode of the boatman, a **surged giant** placed here by the Disciples of Orcus and given abnormally long life to serve as guardian and transport for the day the Grand Cornu and his retinue arrive to usher in the era of Orcus. He is a massive creature with distorted bulging muscles that twitch and writhe with spasms. His right hand is a huge, clublike greatfist of muscle and bony tissue. From this vantage point, he can see any lights brought to Areas 5, 6, or 11 and immediately paddles his ferry to respond to such summons. He will be here if he has not already



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been encountered elsewhere. His reaction is described at Area 5. The boatman paddles around in the upturned shell of a gargantuan albino dragon turtle (the original inhabitant of this underground lake before the introduction of the shrroth demons by Orcus). The shell is a mottled mixture of black and off-white plates. The boatman uses his vast greatfist as a paddle. There is room in the ferry for 7 Medium creatures in addition to the boatman. A Large creature can squeeze to take the place of 2 Medium creatures. There are no benches or oars in the ferry, so passengers must cling to the sides and stand or sit on the sloped bottom to ride in it. A hole has been drilled at the front edge through which a heavy rope has been threaded, so the boat can be tied off to the dock.

THE BOATMAN

CR 13

XP 25,600

Male surged giant expert 12 (*Creature Collection II: Dark Menagerie* 180)

CE Huge humanoid (giant)

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 19, touch 6, flat-footed 19 (-2 Dex, +13 natural, -2 size)

hp 243 (10d8+50 plus 12d8+60 plus 34); regeneration 3 (acid, cold, or fire)

Fort +18; **Ref** +5; **Will** +10

DR 10/slashing or piercing

Weaknesses vulnerability to critical hits

Speed 40 ft.

Melee greatfist +33 (3d6+25/19-20), slam +32 (1d8+18)

Space 15 ft.; **Reach** 15 ft.

Str 40, **Dex** 7, **Con** 20, **Int** 7, **Wis** 8, **Cha** 5

Base Atk +16; **CMB** +33 (+35 bull rush); **CMD** 41 (43 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (greatfist), Power Attack, Skill Focus (Profession [boater]), Toughness, Vital Strike, Weapon Focus (greatfist)

Skills Acrobatics +6 (+10 jump), Intimidate +10, Perception +7, Profession (boater) +24, Swim +28

Languages Common, Giant

Gear *amulet of mighty fists* +3

Vulnerability to Critical Hits (Ex) The overburdened frame of a surged giant makes it prone to sustaining crippling injuries. Opponents attacking a surged giant double their critical threat range (e.g. a longsword has a critical threat range of 17-20 rather than the usual 19-20 against a surged giant).

Tactics: If the boatman becomes involved in a battle on the lake and is unable to quickly sweep opponents with his greatfist, he jumps overboard and then attempts to tip the ferry over. He accomplishes this with a successful DC 25 Strength check, though a DC 20 Profession (sailor) or (boater) check by a PC opposed to his roll can prevent the ferry from tipping. The shrroth demons avoid him but quickly swarm to attack other swimmers as described at Area 8. The boatman attempts to push his overturned ferry away from battle where he can right it again and bail it out. He will never willingly damage his ferry, and if it is threatened with destruction he will cease all hostilities and become Helpful until he can ensure that the ferry is safe from further harm before attacking in a rage once again.

10. Boatman's Cave

This is little more than a dingy hole in the side of the main cavern where all of the stalactites and stalagmites have been smashed out to make room for a Huge creature. The boatman resides here with the few odds and ends he has made use of for a bed and table, and there is a large quantity of fish and doombat bones scattered in the corners.

Treasure: Collected under a pile of rancid fish scales are the boatman's few meager treasures. These consist of 224 gp, a chipped and cracked jade sculpture of a fish (150 gp), and a large amethyst (1,000 gp).

11. Old Dock (CR varies)

A stone quay extends from shore into the lake here. Steps cut into its side provide easy access for anyone disembarking from a boat. Beyond them rises a series of fortifications overshadowing the shoreline like glowering hills.

This shore is routinely used by the black orogs to draw water, wash clothing, or clean the latest kills. Roll 1d12 once initially and then every hour thereafter on the table below for an encounter. Anyone encountered will attempt to escape to Area 20 and raise the alarm (see that area for details).

d12 Encounter

- 1 Laundry Party: 1d6 black orog chattels.
- 2 Water Carriers: 2 black orog chattels and 1 ettin.
- 3 Scouts: 2 black orog dhakkars.
- 4 Patrol: 1 black orog jemadar and 1d4+2 black orog dhakkars.
- 5 Recon-in-Force: 1 black orog ritter, 2 black orog jemadars, 1d10+5 black orog dhakkars, and 1d2 ettin dhakkars.
- 6-12 No encounter

BLACK OROG CHATTEL

CR 1

XP 400

hp 23 (See Area 21j)

BLACK OROG DHAKKAR

CR 8

XP 4,800

hp 123 (See Area 19)

BLACK OROG JEMADAR

CR 12

XP 19,200

hp 173 (See Area 19)

BLACK OROG RITTER

CR 15

XP 51,200

hp 208 (See Area 24)

ETTIN DHAKKAR

CR 11

XP 12,800

hp 142 (See Area 14)

ETTIN

CR 6

XP 2,400

hp 65 (*Pathfinder Roleplaying Game Bestiary* "Ettin")

12. Abandoned Fortifications

These battlements rise 20 feet above the cavern floor, with one watchtower reaching 40 feet in height. Each is topped by crenellations and accessed by stairwells on the back side. Great stone gates either swing on hinges or slide on rollers and stand open. The whole has an aura of disuse and neglect. These were originally constructed in anticipation of the enemies of Orcus someday breaching the lower chambers or the shrroth demons fomenting an uprising. However, after the centuries passed with no incidents, the positions were eventually abandoned. If a threat ever does come from the lake cavern, though, the black orogs won't hesitate to take up their old positions again.

13. Garden Cavern (CR 21)

The wild, almost intoxicating smell of rich loam and noxious compost is heavy in the air here. Great clumps of strange, oversized fungal growths and patches of moss and slime molds provide a rich carpet with few clear paths meandering through it. The dripping and splashing of water is prevalent, though its source is not readily evident. Near a small stream, climbing through the unnatural verdure is a massive clump of growth like a steep hill with a fungal cap and streamers of small tendrils hanging down in a tangled jungle. There are signs of harvesting and pruning among some parts of the growths here, though it is difficult to tell among the fast-growing fungus.

This chamber serves as the primary food source for the black orogs supplemented by fishing in the lake cavern and what is procured from hunts in the proving grounds. The streams and pools are shallow and stagnant, only deepening after leaving the chamber to the east. The shrroth demons do not come in here. No black orogs are currently here, and none will arrive for several days to restock their larders.

Creature: standing like a sentinel at the position of the map marked with an “X” is a colossal fungus called a **mu spore**. It has grown in this cavern for endless centuries and has grown accustomed to the black orogs, who give it wide berth, as well as the myriad insects and small creatures that climb through the fungus gardens and splash in the shallow stagnant streams. The presence of the PCs, though, causes it to shake off its long torpor and attack after 3 rounds. It does not pursue beyond this room preferring to stay rooted in the spot it has chosen.

MU SPORE CR 21
XP 409,600
hp 418 (*Pathfinder Roleplaying Game Bestiary 2* “Mu Spore”)

Treasure: The black orogs use this cavern as a burial chamber to fertilize their garden. Searching through the growths has a 20% chance per minute of turning up the remains of an orog in various stages of decomposition. Each of these corpses has 2d20 gp worth of bronze and copper adornments.

14. Hall of Needles (CR 17)

Refer to Map 11-3 for details of this room’s layout.

Before you stretches a long, cavernous hall 60 feet wide and 80 feet long. The ceiling arches 40 feet overhead. A large steel door exits at the far end. It has been built to resemble a fanged maw. On the wall 20 feet above the door and to either side are two narrow windows shaped like sinister eyes. A fiery glow burns behind each of these apertures. The floor of this hall is carpeted in thin, steel, needlelike stiletto blades that protrude from the stone floor approximately a foot high. They are spaced too closely together to safely walk through and present an impenetrable forest of tiny bladed trees except for a single clear 20-foot-wide path running straight down the hall’s center.

This hall is a carefully prepared defensive position to prevent entrance into the sacred precincts beyond. The sinister windows at the far end are both a **trap** for flying characters and a distraction from the creatures that guard this room. Anyone attempting to move through the closely set stiletto blades takes 2d6 points of damage per 5 feet of movement. Anyone falling onto the stilettos takes 5d6 points of damage and takes additional damage for any movements

made to get out of the stilettos. (Rising from prone equals a 5-foot step for calculating damage.)

Trap: Anyone that leaves the ground in this hall, whether by flying, levitating, climbing, jumping, etc., is subject to two Maximized *lightning bolts* fired simultaneously from the far windows. The windows’ glow comes from the magical energy stored up waiting to be discharged. They even fire unerringly upon invisible targets. If there are multiple targets in the air, they split their fire between them. They fire every round as long as someone remains airborne. Anyone attempting to pass through one of the windows is automatically affected by a Maximized *lightning bolt* with no saving throw. After a window has fired seven times it must recharge for 24 hours before it can fire again. The windows themselves lead back into small stone hollows, 3 feet deep, with no exits.

TWIN MAXIMIZED LIGHTNING BOLT TRAP CR 17
Type magical; **Perception** DC 45; **Disable Device** DC 28 (can only be disabled at each window separately)

Trigger magic (*true seeing*); **Reset** automatic
Effect spell effect (2 Maximized *lightning bolts*, 10th-level wizard, 60 hp electricity, DC 18 Reflex save half damage)

Creatures: The guardians of this room are 2 **ettin dhakkars** concealed in 10-foot-by-10-foot-by-10-foot pits at the midpoint of the hall. The pits are situated on opposite sides of the path. The ettins watch through spy holes cut into the covers of the pits. These covers are made of iron but are painted to resemble the stone floor and are also set with the stiletto blades. They can be detected by magical means or by a DC 30 Perception check (DC 20 for anyone with stonecunning).

ETTIN DHAKKARS (2) CR 11
XP 12,800
 Male or female ettin fighter 5 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)
 CE Large humanoid (giant)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

AC 22, touch 9, flat-footed 22; (+5 armor, +8 natural, –1 size)
hp 142 (10d8+40 plus 5d10+20 plus 5)
Fort +15; **Ref** +4; **Will** +7 (+8 vs. fear)
Defensive Abilities bravery +1

Speed 40 ft.
Melee 2 mwk morningstars +22/+22/+17/+17/+12/+12 (2d6+11/19–20)
Ranged 2 mwk javelins +12 (1d8+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks superior two-weapon fighting, weapon training (flails +1)

Str 27, **Dex** 10, **Con** 19, **Int** 6, **Wis** 12, **Cha** 11
Base Atk +12; **CMB** +21 (+23 overrun); **CMD** 31 (33 vs. overrun)
Feats Blind-Fight, Cleave, Critical Focus, Improved Critical (morningstar)^B, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (morningstar)^B, Weapon Specialization (morningstar)^B
Skills Acrobatics +0 (+4 jump), Climb +16, Intimidate +8, Perception +16
Languages Orc
SQ armor training 1
Combat Gear *potion of shield of faith* +2, 2 *potions of cure moderate wounds*, *potion of cat’s grace*; **Other Gear** +1 *chain shirt*, 2 masterwork morningstars, 4 masterwork javelins

Tactics: When characters enter the area of the path between the two pits, the ettins use readied actions to swing open the pit covers which are hinged towards the path. The two covers are each 10 feet wide and each cover one half of the path. Anyone caught in the 10-foot-by-20-foot section of the path between the pits is subject to a +20 melee attack from



one of the heavy, spiked sheets of steel. A successful hit deals 12d6 points of damage and the character must make a DC 20 Reflex save or be pinned (on a successful save they are able to move into the nearest square not under the steel sheet — possibly into a square full of spikes). A DC 20 Strength check or an Escape Artist check is necessary to crawl out from under the pit covers (damage for movement applies just as if walking through the spikes). The ettins then stand up in the pits and waylay the party with their morning stars, gaining flanking bonuses if applicable. Standing in the pits they have cover relative to the party (+4 AC bonus, +2 Reflex saves), though the characters gain a +1 attack bonus for being on higher ground. The ettins may try to grapple characters and throw them onto the spikes around the pits if the opportunity presents itself, such as a character entering one of the pits. If taking a beating, they attempt to grasp the handles on the underside of the open pit covers and pull them closed, holding them shut against intruders. An opposed Strength check (+10 for the ettins due to the weight of the pit covers) is then necessary to open a pit while the ettin inside still lives.

Treasure: Hidden in the northern pit are the collected treasures of the two ettins (they trade guard duty over the treasure daily). It consists of a masterwork halberd (bent and useless), a suit of +1 *elven chain* (with part of a drow torso still in it), 5 tourmalines (90 gp each), a *potion of rage*, and a sack of 4,500 sp.

Living Quarters — Map II-4

The black orogs and their ettin servants make their homes in this large cavern and its side tunnels. Their culture has continued to perpetuate itself here for nearly a thousand years in anticipation of the day when they will be called forth to lead the mortal hordes of Orcus in conquest. To this end their highly regimented society ceaselessly trains for that day.

15. Daunting Hall

A hallway extends to the west. Regularly spaced alcoves have been hewn into the stone on both sides. They appear to be empty.

This hallway was once part of a complex trap, but it proved too difficult to maintain in working order over the years and has been removed. There is nothing of note here now except dust and a few metal shavings in the alcoves.

16. Old Quarry (CR 15)

This chamber rises like a bubble in the rock. Every surface of the stone walls and ceiling has been chiseled into flat sections and abrupt angles. The edges of the room are stacked with gravel and rock dust. A wide tunnel exits to the west, and smaller tunnels head to the north and south.

Once a natural cavern, when the black orogs first took over these caverns they used this chamber as a quarry to begin their building projects in Area 20 and elsewhere. It is now largely empty and is used as little more than a guard chamber.

Creatures: Always on guard here are 4 **ettin dhakkars**. These creatures keep a close lookout on the east tunnel watching for lights and listening for sounds of approach (they continually take 10 on Perception checks). If intruders are spotted, one runs west to sound the alarm while another does the same to the north. The remaining two attempt to hold

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intruders off with their javelins until reinforcements arrive.

ETTIN DHAKKARS (4)
XP 12,800
hp 142 (See Area 14)

CR 11

+8 natural, –1 size)
hp 173 (10d8+40 plus 8d10+32 plus 8)
Fort +17; Ref +6; Will +8 (+10 vs. fear)
Defensive Abilities bravery +2

17. Ettin Holes (CR varies)

These crudely expanded tunnels and chambers hold the clan of ettins that has lived in servitude to the black orogs since these caverns were first inhabited. Those that show particular discipline are allowed to train as dhakkars. The rest serve in near slavery, much like the black orog chattels. All serve the jemadar in Area 18. These chambers are filthy and reek of ettin sweat and waste.

Creatures: Inhabiting the chambers are a total of **3 ettin dhakkars** (not including those located in other areas) and **14 ettins**. The females are the equal of males. There are also **7 juvenile ettins** that will fight alongside their elders.

ETTIN DHAKKARS (3)
XP 12,800
hp 142 (See Area 14)

CR 11

Speed 40 ft.
Melee +2 *adamantine morning star* +29/+24/+19 (2d6+16/19–20),
+1 *flail* +28/+23/+18 (2d6+15)
Space 10 ft.; **Reach** 10 ft.
Special Attacks superior two-weapon fighting, weapon training (flails +1)

ETTINS (14)
XP 2,400
hp 65 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)

CR 6

Str 32, Dex 12, Con 19, Int 8, Wis 12, Cha 13
Base Atk +15; **CMB** +27 (+29 bull rush); **CMD** 40 (42 vs. bull rush)
Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (morningstar)^B, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (flail)^B, Weapon Focus (morningstar)^B, Weapon Specialization (flail)^B, Weapon Specialization (morningstar)^B
Skills Acrobatics +3 (+7 jump), Climb +18, Intimidate +9, Perception +16
Languages Orc
SQ armor training 2
Combat Gear *potion of haste*, 4 *potions of cure moderate wounds*;
Other Gear +3 *breastplate*, *ring of protection* +2, *belt of giant strength* +4, +2 *adamantine morningstar*, +1 *flail*

JUVENILE ETTINS (7)
XP 1,600
Male or female young ettin (*Pathfinder Roleplaying Game Bestiary* “Ettin”)
CE Medium humanoid (giant)
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

CR 5

ETTIN DHAKKARS (4)
XP 12,800
hp 142 (See Area 14)

CR 11

ETTINS (3)
XP 2,400
hp 65 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)

CR 6

AC 19, touch 11, flat-footed 18; (+2 armor, +1 Dex, +6 natural)
hp 45 (10d8)
Fort +7; **Ref** +4; **Will** +5

Speed 40 ft.
Melee 2 morningstars +11/+11/+6/+6 (1d8+4)
Ranged 2 javelins +8 (1d6+4)
Special Attacks superior two-weapon fighting

Str 19, Dex 12, Con 11, Int 6, Wis 10, Cha 11
Base Atk +7; **CMB** +11 (+13 overrun); **CMD** 22 (24 vs. overrun)
Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack
Skills Acrobatics +1 (+5 jump), Climb +12, Perception +12
Languages Orc
Gear leather armor, 2 morningstars, 4 javelins

Development: If an alarm is sounded, the ettin jemadar spends 5 rounds gathering all of his dhakkars in the eastern chamber of Area 17 while the other ettins herd the children back to the safety of the deepest holes and guard them there. He then sallies forth with his dhakkars against any foe (making sure to send one of his dhakkars to Area 20 to spread the alarm if this has not already occurred). The jemadar and his dhakkars all received their training from the General and stand their ground, refusing to retreat or surrender. They fight to the death to prevent intruders from penetrating the caverns beyond, though they do not bar the south passage from Area 16 and do not pursue that way, having forgotten where it leads and assuming it to be only a dead end.

Treasure: The collected treasures of the ettin clan are kept here by the jemadar in large sacks made of giant lizard hide (except for the small amount that the guards at Area 14 have managed to hold out). This treasure consists of 1,400 gp, 26,500 sp, 31,000 cp, 260 gems worth 50 gp each, and assorted bronze and copper ornaments worth a total of 2,000 gp.

18. Central Chamber (CR 16)

Much like the rest of the ettin holes this chamber is filthy and stinks.

Creatures: This serves as the abode of the **ettin jemadar**, KleeB, the commander of the clan. He is the liaison between the ettins and their black orog masters. With him in this chamber there are always **4 ettin dhakkars** and **3 ettin** serving wenches.

KLEEB, ETTIN JEMADAR
XP 38,400
Male ettin fighter 8 (*Pathfinder Roleplaying Game Bestiary* “Ettin”)
CE Large humanoid (giant)
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

CR 14

AC 29, touch 12, flat-footed 28 (+9 armor, +2 deflection, +1 Dex,

19. Watch Post (CR 14)

Two 20-foot platforms overlook the tunnel here. The tunnel ceiling abruptly rises and is approximately 60 feet high at this point. The platforms have neither railing nor battlement and are accessed from behind by wide stairs.

Creatures: Atop each platform stands a **black orog dhakkar** with a signal horn. They watch for lights to the east and listen for sounds of battle from that direction. At the base of the northern watch post wait another **2 black orog dhakkars**, a **black orog jemadar** and **2 corpse hounds**, gray-furred creatures that resemble vicious hyenas that have been trained to use their scent ability to watch for invisible foes. If intruders are detected, the orogs atop the platforms sound their signal horns alerting the clan as described in Area 20.

CHAPTER 11: CAVERNS OF THE BARRIER

BLACK OROG DHAKKARS (4)

CR 8

XP 4,800

Male or female orog fighter 7 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +7

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 123 (3d8+15 plus 7d10+28 plus 17)

Fort +13; **Ref** +4; **Will** +3 (+5 vs. fear)

Defensive Abilities bravery +2

Speed 30 ft.

Melee +1 *greataxe* +17/+12 (1d12+11/x3)

Ranged +1 *heavy crossbow* +11 (1d10+1/19–20)

Special Attacks weapon training (axes +1)

Str 20, **Dex** 12, **Con** 20, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +9; **CMB** +14 (+16 sunder); **CMD** 25 (27 vs. sunder)

Feats Blind-Fight, Cleave, Improved Initiative, Improved Sunder^B, Power Attack^B, Skill Focus (Perception), Toughness, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Climb +7, Knowledge (dungeoneering) +5, Perception +7,

Stealth +10, Survival +8

Languages Common, Orc

SQ armor training 2, orc/ogre blood

Combat Gear 3 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of resist fire*, 5 *tingertwigs*; **Other Gear** +1 *full plate*, +1 *greataxe*, +1 *heavy crossbow*, 40 crossbow bolts, *cloak of elvenkind*, signal horn

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG JEMADAR

CR 12

XP 19,200

Male or female orog fighter 11 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

AC 23, touch 12, flat-footed 22 (+11 armor, +1 deflection, +1 Dex)

hp 173 (3d8+15 plus 11d10+55 plus 25)

Fort +15; **Ref** +5; **Will** +4 (+7 vs. fear)

Defensive Abilities bravery +3

Speed 30 ft.

Melee +2 *greataxe* +25/+20/+15 (1d12+15/19–20/x3)

Ranged +1 *heavy crossbow* +16 (1d10+2/19–20)

Special Attacks weapon training (axes +2, crossbows +1)

Str 22, **Dex** 12, **Con** 20, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +13; **CMB** +19 (+21 sunder); **CMD** 31 (33 vs. sunder)

Feats Blind-Fight, Cleave, Endurance, Greater Weapon Focus (greataxe)^B, Improved Critical (greataxe)^B, Improved Initiative, Improved Sunder^B, Power Attack^B, Rapid Reload (heavy crossbow), Skill Focus (Perception), Toughness, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Climb +10, Knowledge (dungeoneering) +7, Perception +11, Stealth +10, Survival +8

Languages Common, Orc

SQ armor training 3, orc/ogre blood

Combat Gear 3 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of resist fire*, *silversheen*, 5 *tingertwigs*; **Other Gear** +2 *full plate*, *ring of protection* +1, +2 *greataxe*, +1 *heavy crossbow*, 40 crossbow bolts, *cloak of elvenkind*, signal horn

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

CORPSE HOUNDS (2)

CR 4

XP 1,200

Creature Collection III: Savage Bestiary 34

N Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +7

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d10+15)

Fort +7; **Ref** +7; **Will** +1

DR 5/magic; **Immune** disease, fear, paralysis, ability damage, energy drain

Speed 50 ft.

Melee bite +8 (1d8+3 plus necrotic bite and trip)

Str 14, **Dex** 17, **Con** 17, **Int** 3, **Wis** 10, **Cha** 6

Base Atk +5; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +7 (+15 jump), Perception +7, Stealth +7 (+11 in barren landscapes or ruins), Survival +6

Necrotic Bite (Su) Corpse hound saliva has acidic and necromantic properties that break down rotting flesh so that the hound can more easily digest its fetid diet. A corpse hound's bite deals 1d6 acid damage to undead or dead flesh. The enzyme is also harmful to living tissue. Such bites do not heal naturally and must be treated with magic. Further, living creatures bitten may also contract a magical rotting disease.

Hound's Breath: Disease—bite; *save* Fort DC 15; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

20. Cavern of the Black Orog (CR varies)

This huge cyst in the earth is mostly natural, formed eons ago by the early water flows that formed what is now the dark lake, though the floor has largely been smoothed over the years. The domed ceiling has few stalactites and is formed in a strange whirlpool pattern, though this is hard to detect as its apex rises nearly 200 feet above the cavern floor. The only light sources in the cavern originate from Areas 21, 22, 24, and 32, and the rest of the cave lies draped in stygian darkness. The description below assumes the PCs enter from Area 19.

The tunnel walls and ceiling suddenly disappear, depositing you on the edge of a great void of darkness — a truly massive cavern in the crust of the earth. High in the distance a line of blue flames seems to float in the pitch blackness. Nearer at hand an ancient temple rises like a ghostly memory of bygone days, its walls of gray limestone eerily reflecting the green flames of torches set in sconces among its pillars. Farther away and slightly to the left a red glow seems to bleed around a corner, and a similar glimmer is barely visible somewhere to the north.

The black orogs live and work in this area, going about their lives in the near-lightless depths, awaiting the return of their dread master. This greater cavern is divided into smaller areas, but for every 10 minutes spent in the cavern outside a numbered encounter area roll 1d12 on the table below for a random encounter. If the party is actively hiding, the random encounters must make Perception checks opposed to their Stealth checks, though if the party is using a light source it is impossible for them to hide. Encounters with warriors result in battle and shouts to sound the alarm. Noncombatants flee and attempt to spread the alarm as they run to safety.

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d12	Encounter
1	Work Crew: 1d10 black orog chattels
2	Messenger: 1 black orog chattel
3	Agoge Field Trip: 1 black orog dhakkar and 1d6+2 black orog agoge pupils
4	Black Orog Squad: 1 black orog jemadar, 1d6+2 black orog dhakkars, and 1d4 corpse hounds
5	Disciples of Orcus: 1d4 black orog zhervas and 50% chance of 1 black orog favored zherva
6	Knight Retinue: 1d2 black orog ritters, 1d4 black orog dhakkars, and 1d8 black orog chattels
7	Roving Pack: 1d12+3 corpse hounds
8–12	No encounter

BLACK OROG CHATTEL

XP 400

hp 23 (See Area 21j)

BLACK OROG DHAKKAR

XP 4,800

hp 123 (See Area 19)

BLACK OROG AGOGE PUPIL

XP 200

hp 16 (See Area 30)

BLACK OROG JEMADAR

XP 19,200

hp 173 (See Area 19)

CORPSE HOUND

XP 1,200

hp 42 (See Area 19)

BLACK OROG ZHERVA

XP 38,400

hp 123 (See Area 21b)

BLACK OROG FAVORED ZHERVA

XP 153,600

hp 165 (See Area 21e)

BLACK OROG RITTER

XP 51,200

hp 208 (See Area 24)

Tactics: If the alarm is raised in the black orog cavern, the orogs react as follows. Immediately a Black Orog Squad (see above) heads for the cavern entrance (or elsewhere if the source of the alarm is evident at another location) to delay invaders. They are reinforced 3 rounds later by Disciples of Orcus led by a favored zherva (see above) who provide support and healing in dealing with the intruders. The rest of the black orog dhakkars, jemadars, and ritters who are not on guard duty elsewhere gather at the base of Area 32 with Waldgraf Versteeg. After 10 rounds an additional Black Orog Squad is sent to reinforce the initial squad every 10 rounds. The zhervas and favored zhervas gather within the main hall of their temple to defend it. After 10 minutes, Waldgraf Versteeg moves his force to the temple at Area 21 where they link up with the zhervas. They then organize into platoons of 10–12 led by jemadars and/or a ritter and with at least one zherva and maneuver to flank an attacking force. Spellcasters and crossbowmen attempt to pin intruders in place while these forces get into position. One of these platoons will then withdraw to try and lure the invaders into being surrounded. The waldgraf holds at least one platoon in reserve (with 2 favored zhervas if possible) on the temple portico to observe any battle and move in to exploit any weaknesses. The black orogs have a standing order from Orcus for the absolute secrecy of their caverns and, therefore, do not take prisoners. If forced to retreat they hole up at Area 32 as a last resort. If no intruders are located, the waldgraf sends half of his force to man the walls at Area 12.

Development: After an hour has passed, if no further threat has presented itself, two full-strength Black Orog Squads augmented by a zherva each remains at Area 12, and an additional full-strength Black Orog Squad accompanied by a favored zherva and a Knight Retinue (see above) is stationed at Area 19. Any guards slain at their posts are replaced. The frequency of random encounter checks is doubled, and all such encounters are with a Black Orog Squad. Half of the remaining forces are posted at the temple as an advance force under the direction of ritters and favored zhervas, while the remaining half returns to Area 32 under the command of Versteeg but with a quarter of the zhervas and a roving pack of corpse hounds (see above). They then respond to any further alarms as circumstances dictate with the waldgraf's force serving as reserves.

CR 1

If a full day passes without further event, they return to normal routine though all continually take 10 on their Perception checks for the next 24 hours due to their heightened vigilance.

CR 8

21. Temple of Anticipation — (Map 11-5)

CR 1/2

This temple is constructed of limestone blocks in the fashion of ancient Hellenistic temples. It is a massive structure whose main floor is raised 15 feet above the surrounding cavern. Atop this foundation, the temple is a rectangular construction completely surrounded by a colonnade of fluted columns. Mounted at the top of each of these columns is an iron scone bearing an everburning torch that glows with green flames. A peaked roof covers the whole, and upon its triangular tympanum running across the front of the roof is a detailed bas-relief of Orcus emerging from some sort of gateway while legions of militaristic orogs march to his call.

CR 4

The temple is the home of the Disciples of Orcus among the black orogs that are not members of the secretive Keepers sect. The Disciples of this order call themselves zhervas, and they are led by a few members who have undergone the Test of the Dark Pool and are now favored zhervas. Unless otherwise noted, occupants of adjacent rooms respond to sounds of battle or shouts of alarm in 2 rounds.

CR 14

CR 18

21a. Colonnade (CR 8)

As mentioned these 15-foot columns support the roof and pediment of the temple. Inset steps climb the 15 feet from the cavern to the entrance of the temple.

Creature: There is always a **black orog dhakkar** on duty here ready to come to the assistance of the zhervas if called.

BLACK OROG DHAKKAR

XP 4,800

hp 123 (See Area 19)

CR 8

21b. Nave (CR 17 or 18)

This columned hall serves as the heart of the temple. At the far end stands a mithral statue of Orcus seated on his throne. Archways open in either wall.

Creatures: There are always **1d2 black orog zhervas** tending to the temple here. The idol is actually a **mithral golem**, though it remains quiescent unless order by a zherva. It follows the orders of the clerics unswervingly.

BLACK OROG ZHERVAS (1d2)

XP 38,400

Male or female orog cleric of Orcus 9/Disciple of Orcus 5 (*The Tome of Horrors Complete* 469)
CE Medium humanoid (orc)

CR 14



Init +1; **Senses** darkvision 120 ft.; **Perception** +17
Aura chaos, evil

AC 26, touch 12, flat-footed 25 (+10 armor, +1 deflection, +1 Dex, +1 natural, +3 shield)

hp 123 (3d8+3 plus 9d8+9 plus 5d8+5 plus 26)

Fort +16; **Ref** +6; **Will** +17

Defensive Abilities cloak of Orcus, death's embrace

Speed 20 ft.

Melee +1 *spiked heavy mace* +17/+12/+7 (1d8+5) or touch +15 (by spell)

Ranged touch +12 (by spell)

Special Attacks bleeding touch 9/day (1d6 bleed, 7 rounds), channel negative energy 7/day (7d6, DC 21), destructive aura 14 rounds/day (30 ft., +7 damage), destructive smite 9/day (+7 damage), necromantic power (+3d6), spontaneous casting (inflict spells), summon undead (28 HD)

Spell-Like Abilities (CL 8th):

2/day—*animate dead*, *speak with dead*

Divine Spells Prepared (CL 14th):

7th—*destruction* (DC 23), *disintegrate*^D (DC 23), *summon monster VII*

6th—*blade barrier* (DC 22), *forbiddance*, *harm*^D (DC 20), *heal*, *mass cure moderate wounds* (DC 22)

5th—*dispel good* (DC 21), *flame strike* (DC 21), *mass cure light wounds* (DC 21), *slay living*^D (DC 21), *true seeing*

4th—*death ward*^D, *dimensional anchor*, *divine power*, *freedom of movement*, *inflict critical wounds* (DC 20), *neutralize poison*

3rd—*bestow curse* (DC 19), *cure serious wounds* (DC 19), *dispel magic*, *invisibility purge*, *protection from energy*, *rage*^D

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *cure moderate wounds* (DC 18), *death knell*^D, *silence* (DC 18), *spiritual weapon* (+17/+12/+7 attack, 1d8+4 force)

1st—*bane* (DC 17), *command* (DC 17), *deathwatch*, *doom* (DC 17), *entropic shield*, *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

D domain spell; **Domains** Death, Destruction

Str 18, **Dex** 12, **Con** 12, **Int** 12, **Wis** 22, **Cha** 18

Base Atk +11; **CMB** +15; **CMD** 27

Feats Brew Potion, Great Fortitude, Heavy Armor Proficiency, Power Attack, Scribe Scroll, Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness, Weapon Focus (heavy mace)

Skills Knowledge (arcana) +11, Knowledge (religion) +15, Knowledge (planes) +11, Perception +17, Sense Motive +16, Spellcraft +12, Survival +15

Languages Abyssal, Common, Orc

SQ orc/ogre blood

Combat Gear *wand of searing light* (CL 6th: 40 charges), 3 *potions of cure moderate wounds*, *divine scroll* (CL 12th: *air walk*, *heal*, *mass inflict moderate wounds*, *stoneskin*); **Other Gear** +1 *full plate*, +1 *heavy steel shield*, *amulet of natural armor* +1, *ring of protection* +1, +1 *spiked heavy mace*, *headband of mental prowess* +4 (Wisdom, Charisma), silver holy symbol of Orcus (25 gp)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

MITHRAL GOLEM

CR 16

XP 76,800

hp 172 (*Pathfinder Roleplaying Game Bestiary 2* “Golem, Mithral”)

21c. Storerooms

Each of these rooms holds mundane foodstuffs and supplies for the temple. Feel free to put any items of this sort (spare everburning torches, hogsheads of mushroom beer, etc.) as you see fit. PCs could use these rooms to hide in for a short time without being detected.

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21d. Storeroom with Trapdoor

This room is identical to those at 21c, but a DC 18 Perception check reveals a hidden trapdoor in the floor leading down to 21m. The zhervas use this as an escape route.

21e. Litany Chamber (CR varies)

Creatures: A DC 10 Perception check detects the sounds of chanting when this room is approached. There is always **1 black orog favored zherva** (a black orog with the tenebrous template so that it has dusky skin, sharp bristles over its head and shoulders, and large mandible in its mouth) leading **1d4 black orog zhervas** in litany to Orcus, a ritual that continues around the clock in supplication of the master and to hasten his coming. This continues even if the alarm has been sounded and only stops if intruders actually enter this room. Any zhervas fighting in this chamber gain a +2 profane bonus to their attack, damage, ability check, skill check and saving throw rolls due to Orcus's favor.

BLACK OROG FAVORED ZHERVA

CR 18

XP 153,600

Male or female tenebrous orog cleric of Orcus 9/Disciple of Orcus 6 (*The Tome of Horrors Complete* 469, 737)
CE Medium outsider (extraplanar)

Init +1; **Senses** darkvision 120 ft.; **Perception** +17

Aura chaos, evil

AC 32, touch 12, flat-footed 31 (+10 armor, +1 deflection, +1 Dex, +7 natural, +3 shield)

hp 165 (3d8+9 plus 9d8+27 plus 6d8+18 27)

Fort +19; **Ref** +7; **Will** +18

Defensive Abilities cloak of Orcus, death's embrace

Speed 20 ft.

Melee +1 *flaming spiked heavy mace* +19/+14/+9 (1d8+6 plus 1d6 fire), bite +12 (1d6+2 plus 1d6 acid) or touch +17 (by spell)

Ranged touch +13 (by spell)

Special Attacks acidic bite, bleeding touch 9/day (1d6 bleed, 7 rounds), bristles, channel negative energy 8/day (7d6, DC 22), destructive aura 15 rounds/day (30 ft., +7 damage), destructive smite 9/day (+7 damage), necromantic power (+3d6), spontaneous casting (inflict spells), summon undead (30 HD)

Spell-Like Abilities (CL 9th):

2/day—*animate dead*, *speak with dead*

Divine Spells Prepared (CL 15th):

8th—*earthquake*^D (DC 24), *fire storm* (DC 24)

7th—*destruction* (DC 23), *disintegrate*^D (DC 23), *summon monster VII*

6th—*blade barrier* (DC 22), *forbiddance*, *harm*^D (DC 20), *heal*,

mass cure moderate wounds (DC 22)

5th—*dispel good* (DC 21), *flame strike* (DC 21, x2), *mass cure light wounds* (DC 21), *slay living*^D (DC 21), *true seeing*

4th—*death ward*^D, *dimensional anchor*, *divine power*, *freedom of movement*, *inflict critical wounds* (DC 20), *neutralize poison*

3rd—*bestow curse* (DC 19), *cure serious wounds* (DC 19), *dispel magic*, *invisibility purge*, *protection from energy*, *rage*^D

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *cure moderate wounds* (DC 18), *death knell*^D, *silence* (DC 18), *spiritual weapon* (+18/+13/+8 attack, 1d8+5 force)

1st—*bane* (DC 17), *command* (DC 17), *deathwatch*, *doom* (DC 17), *entropic shield*, *shield of faith*, *true strike*^D

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

D domain spell; **Domains** Death, Destruction

Str 20, **Dex** 12, **Con** 16, **Int** 12, **Wis** 22, **Cha** 20

Base Atk +12; **CMB** +17; **CMD** 29

Feats Brew Potion, Great Fortitude, Heavy Armor Proficiency, Power Attack, Scribe Scroll, Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness, Weapon Focus (heavy mace)

Skills Knowledge (arcana) +11, Knowledge (religion) +21, Knowledge (planes) +11, Perception +17, Sense Motive +16, Spellcraft +12, Survival +15

Languages Abyssal, Common, Orc

SQ improved animation, orc/ogre blood

Combat Gear *wand of searing light* (CL 6th: 40 charges), 3 *potions of cure moderate wounds*, *divine scroll* (CL 12th: *air walk*, *heal*, *mass inflict moderate wounds*, *stoneskin*); **Other Gear** +1 *full plate*, +1 *heavy steel shield*, *amulet of natural armor* +1, *ring of protection* +1, +1 *flaming spiked heavy mace*, *headband of mental prowess* +4 (Wisdom, Charisma), silver holy symbol of Orcus (25 gp)

Acid Bite (Ex) The bite of a favored zherva is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) A favored zherva's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a favored zherva with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 22 Reflex save or contact the many bristles that cover the favored zherva and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 22 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 22 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that favored zherva's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a favored zherva's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG ZHERVAS (1d4)

CR 14

XP 38,400

hp 123 (See Area 21b)

21f. Vestry

Various ritual garments and holy symbols are stored in here. There are sufficient garments to disguise two dozen individuals as zhervas if they so chose. The various holy symbols and other precious metals stored in here are worth a total of 1,080 gp.

21g. Guardroom (CR 14)

Creature: A lone **black orog zherva** always sits on a stool in this bare room preventing access to the temple's lower level by anyone not a member of their order.

BLACK OROG ZHERVA

CR 14

XP 38,400

hp 123 (See Area 21b)

21h. Scriptorium (CR varies)

Stone tables and benches crowd this room and shelves hold reams of papyrus, writing instruments, and fungal inks.

Creatures: There are always **1d2 black orog zhervas** in this chamber scribing scrolls.

BLACK OROG ZHERVAS (1d2)

CR 14

XP 38,400

hp 123 (See Area 21b)

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Treasure: A DC 22 Perception check reveals a hidden drawer on the bottom of one of the stone tables. Stored with are divine scrolls at caster level 12. They consist of 18 scrolls of *cure light wounds*, 10 of *cure serious wounds*, 4 of *remove disease*, and 6 of *neutralize poison*.

21i. Dining Hall (CR varies)

This room has rows of stone tables and benches.

Creatures: There is a 25% chance of 1d6 **black orog zhervas** being in here sitting down to a meal of fungus cakes and doombat filets.

BLACK OROG ZHERVAS (1d6)
XP 38,400
hp 123 (See Area 21b)

CR 14

21j. Kitchen (CR 4)

Creatures: This small kitchen is staffed by 4 **black orog chattels** who do the cooking and cleaning for the inhabitants of the temple. They will cower in a corner rather than fight.

BLACK OROG CHATTELS (4)
XP 400

CR 1

Male or female orog (*The Tome of Horrors Complete* 469)
LE Medium humanoid (orc)
Init +0; Senses darkvision 60 ft.; Perception +8

AC 10, touch 10, flat-footed 10
hp 23 (3d8+9 plus 3)
Fort +5; Ref +1; Will +0

Speed 20 ft.
Melee unarmed strike +5 (1d3+3/nonlethal)

Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 8
Base Atk +2; CMB +5; CMD 15
Feats Skill Focus (Perception), Toughness
Skills Perception +8
Languages Common, Orc
SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

21k. Zhervas' Quarters (CR varies)

Creatures: These simple chambers each serve as quarters for 3 black orog zhervas. At any given time, 1d2 of them will be present. There are a total of 21 **black orog zhervas** in the temple, so subtract any encountered in the temple or elsewhere from that number. The small rooms are cramped and uncomfortable with two small cots — the zhervas sleep in shifts. In addition to a myriad of mundane and religious items, each of these rooms holds 1d4x10 gp worth of copper and bronze trinkets and bracelets.

BLACK OROG ZHERVAS
XP 38,400
hp 123 (See Area 21b)

CR 14

21l. Favored Zhervas' Quarters (CR varies)

Creatures: These rooms are similar to those at 21k except they each serve as the abode of 2 black orog favored zhervas. There is never more than one favored zherva in one of these chambers at any

given time, and any encountered elsewhere should be removed from the total of 4 **black orog favored zhervas** that dwell in the temple. The adornments and trinkets found in these rooms are of gold or silver and are worth 1d4x100 gp per room.

BLACK OROG FAVORED ZHERVAS
XP 153,600
hp 165 (See Area 21e)

CR 18

21m. Empty Quarters

This room is identical to those at 21k, but it is currently unoccupied. A DC 22 Perception check reveals a trapdoor in the ceiling leading to 21d.

21n. Alchemy Lab (CR 19)

Stone benches and tables in this room have been set up as an alchemy lab.

Creatures: Here a **black orog favored zherva** oversees 2 **black orog zhervas** in the completion of potions for the clan. An empty shelf on one wall normally holds the stockpiled potions until distributed, but the distribution happened recently, so there are currently no completed potions present.

BLACK OROG FAVORED ZHERVA
XP 153,600
hp 165 (See Area 21e)

CR 18

BLACK OROG ZHERVAS (2)
XP 38,400
hp 123 (See Area 21b)

CR 14

22. Forbidden Corridor (CR 16)

A wide tunnel has been cut into the cavern wall here. Next to it is a smaller, door-sized opening. Standing in an arc before these are four large stalagmites, each crowned with a halo of fire.

This corridor leads to the Sleeper's Caverns and is forbidden to all save at the summons of the keepers.

Creatures: A small guard post to the side holds a squad of 4 **black orog dhakkars** and a **corpse hound**. However, the main guardians of this entrance are the 4 **roper**s that have been trained to stand as stalagmites. Each has a specially-created version of *continual flame* cast upon its apex to fool onlookers into believing they are inanimate stones. These attack if anyone other than a black orog attempts to pass between them. Two rounds after they attack, the dhakkar squad emerges to provide them with support.

BLACK OROG DHAKKARS (4)
XP 4,800
hp 123 (See Area 19)

CR 8

CORPSE HOUND
XP 1,200
hp 42 (See Area 19)

CR 4

ROPERS (4)
XP 19,200
hp 162 (*Pathfinder Roleplaying Game Bestiary* "Roper")

CR 12

23. Watch Tower (CR 11)

This massive tower is constructed of solid stone and climbs 60 feet into the air. It is accessed by a narrow stair winding up its outside face.

Creatures: Stationed atop it are **3 black orog dhakkars**. They keep a general watch over the cavern but primarily keep an eye on Area 19. If they see any light sources entering from Area 19, they know it to be intruders and sound a large bronze gong that stands in the center of the tower top. The black orogs and their ettin servants know to never use a light source when entering so the watchers can be easily distinguish between friend and foe.

BLACK OROG DHAKKARS (3)
XP 4,800
hp 123 (See Area 19)

CR 8

24. Guarded Entrance (CR 16)

A 10-foot stone platform has been erected on the cavern floor here. Behind it the wall has been chiseled into a huge arch, 60 feet high and 40 feet deep. Its walls angle in toward a pair of huge stone doors, their face engraved with scenes of battle and violence between various types of humanoids and other less-identifiable, twisted creatures. Spaced along the angled walls are large stone braziers from which emanate a hellish glow.

The doors behind the platform are locked. The braziers are all full of hot coals that provide the reddish light.

Locked Stone Doors: 6 in. thick; Hardness 8; hp 90; Disable Device DC 30; Break DC 35.

Creatures: This guards the entryway into the demesne of the General. There are always **2 black orog dhakkars** atop the platform keeping watch, while another **4 dhakkars** and a **black orog ritter** stand guard back by the stone doors. They are under orders to let no one pass that has not been summoned by the General.

BLACK OROG DHAKKARS (6)
XP 4,800
hp 123 (See Area 19)

CR 8

BLACK OROG RITTER
XP 51,200

CR 15

Male or female orog fighter 11/antipaladin 3 (*The Tome of Horrors Complete* 469, *Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin")
CE Medium humanoid (orc)
Init +5; **Senses** darkvision 60 ft.; **Perception** +14
Aura evil, aura of cowardice (10 ft.)

AC 26, touch 13, flat-footed 25 (+11 armor, +2 deflection, +1 Dex, +2 natural)
hp 208 (3d8+15 plus 11d10+55 plus 3d10+15 plus 28)
Fort +19; **Ref** +8; **Will** +8 (+11 vs. fear)
Defensive Abilities bravery +3, unholly resilience; **Immune** disease

Speed 30 ft.

Melee +2/+2 *orc double axe* +27/+22/+17 (1d8+13/19–20/x3), +2/+2 *orc double axe* +27 (1d8+13/19–20/x3)

Ranged +1 *javelin* +20/+15/+10 (1d6+9)

Special Attacks cruelty (DC 12, shaken 3 rounds), plague bringer, smite good 1/day (+1 attack, +3 damage), touch of corruption 2/day (melee touch +23, 1d6 damage), weapon training (axes +2, thrown +1)

Spell-Like Abilities (3rd):

At will—*detect good*

Str 24, **Dex** 15, **Con** 20, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +16; **CMB** +23 (+25 sunder); **CMD** 37 (39 vs. sunder)

Feats Blind-Fight, Cleave, Double Slice, Endurance, Greater Weapon Focus (orc double axe)^B, Improved Critical (orc double axe)^B, Improved Initiative, Improved Sunder^B, Power Attack^B, Quick Draw, Skill Focus (Perception), Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe)^B, Weapon Specialization (orc double axe)^B

Skills Climb +11, Knowledge (dungeoneering) +7, Perception +14, Stealth +20, Survival +8

Languages Common, Orc

SQ armor training 3, orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of resist fire*, *oil of greater magic weapon* +2, *silversheen*, 5 doses of purple worm poison; **Other Gear** +2 *full plate*, *amulet of natural armor* +2, *ring of protection* +2, +2/+2 *orc double axe*, 3 +1 *javelins*, *cloak of elvenkind*, *belt of giant strength* +2

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

25. The General's Anteroom (CR 17)

This chamber is sparsely furnished with a few stone benches and a rough cot in the southern portion.

Creature: This serves as waiting room and the quarters of the General's personal **door warder**, Sharik, a black orog jemadar who excelled in the General's training and was kept on to handle the day-to-day operations of the proving grounds. Sharik carries the keys to the great stone doors. He is completely loyal to the General, more so even than the waldgraf, and will not betray him under any circumstances short of magical compulsion. If attacked, Sharik tries to rally the troops in Area 26 and prevent any enemies from reaching the doors to Area 27.

SHARIK THE DOOR WARDER
XP 102,400

CR 17

Male orog fighter 11/duelist 5 (*The Tome of Horrors Complete* 469)
LE Medium humanoid (orc)

Init +11; **Senses** darkvision 60 ft.; **Perception** +16

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 dodge)

hp 212 (3d8+12 plus 11d10+44 plus 5d10+20 plus 30)

Fort +16; **Ref** +14; **Will** +6 (+9 vs. fear)

Defensive Abilities bravery +3, canny defense, enhanced mobility, grace, parry

Speed 30 ft.

Melee +2 *shocking trident* +27/+23/+17/+13 (1d8+11/19–20 plus 1d6 electricity), +1 *gladius* +23/+18/+13 (1d6+7/17–20)

Ranged +2 *shocking trident* +29 (1d8+11/19–20 plus 1d6 electricity)

Special Attacks precise strike (+5 damage), riposte, weapon training (spears +2, light blades +1)

Str 20, **Dex** 21, **Con** 18, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +18; **CMB** +23; **CMD** 40

Feats Blind-Fight, Combat Reflexes^B, Dodge^B, Double Slice, Greater Two-Weapon Fighting, Greater Weapon Focus (trident)^B, Improved Critical (gladius), Improved Critical (trident)^B, Improved

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Initiative, Improved Two-Weapon Fighting, Mobility, Skill Focus (Perception), Toughness, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (trident)^B, Weapon Specialization (trident)^B
Skills Acrobatics +18, Bluff +7, Climb +12, Knowledge (dungeoneering) +7, Perception +16, Perform (dance) +3, Stealth +17, Survival +8

Languages Common, Orc

SQ armor training 3, improved reaction +2, orc/ogre blood

Combat Gear *potion of cat's grace*, 2 *potions of invisibility*; **Other Gear** *mithral shirt of speed* (as *mithral full plate of speed*), *ring of protection* +1, +2 *shocking trident*, *gladius* of venom* (as *dagger of venom*), *belt of incredible dexterity* +4, *cloak of elvenkind*

* See *Pathfinder Roleplaying Game Ultimate Combat*

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Treasure: Stashed in a leather chest under his cot, Sharik has managed to collect 312 sp, 2 peridots (75 gp each), and a small bronze statuette of a satyr (90 gp).

26. Barracks (CR 16)

These simple rooms hold only rows of stone bunks sized for Large and Medium creatures. Here trainees of the proving grounds stay, rest, and recover between training sessions.

Creatures: There are currently 7 **black orog dhakkars**, 2 **black orog jemadars**, and 2 **ettin dhakkars** divided between these two rooms in various stages of their proving grounds training. They rally to defense of the proving grounds, but do not respond to alarms from Area 20, as they are not permitted to leave the proving grounds during their training. Each still bears minor injuries from their last training forays.

BLACK OROG DHAKKARS (7)
XP 4,800

hp 123, currently 90 (See Area 19)

BLACK OROG JEMADARS (2)
XP 19,200

hp 173, currently 121 (See Area 19)

ETTIN DHAKKARS (2)
XP 12,800

hp 107 (See Area 14)

Ad Hoc XP Award: Award only 75% XP for these previously-wounded creatures.

27. The General's Quarters (CR 21)

This hall is vast and empty with a vaulted ceiling rising 100 feet over head. There are no furnishings, only numerous nicks and scratches in the stone floor and bloody stains and discolorations. The walls of the chamber have been crudely chiseled into countless demonic images. These images cover every available surface of the walls and even onto the ceiling. Only the very apex of the vault appears to escape this mad artist's touch, but even there it looks like new carvings are underway. A set of steel doors exits to the northwest. These are tripled barred and further secured by heavy chains.



This room serves as the training floor and personal quarters of the General. Its entire area is under the constant effects of an *unhallow* spell that includes a *silence* that affects anyone who is not an adherent of Orcus. The General is in charge of making sure the black orogs keep their warlike edge. He is outside the waldgraf's chain of command, and in fact, rarely leaves his quarters, summoning those he wishes to see. Even the waldgraf fears to refuse a summons from the General. Every black orog other than the children in training and the chattels, as well as those ettins that wish to become dhakkars, is summoned by the General once or twice a year to go through refresher training at the proving grounds. This includes combat training in this very room against the General and each other as well as forays into a nearby portion of the Underdark known for its exceptionally deadly inhabitants. By doing this, the warriors' skills are finely honed and the weak are culled from the gene pool.

The steel doors are easily opened from this side, though it takes an individual 4 full rounds to do so. However, to enter from the opposite side they must be broken open.

Barred and Chained Steel Doors: 8 in. thick; Hardness 10; hp 240; Break DC 40.

Creature: The General is in here when the party arrives. He is the demon lord **Sonechard**, Orcus's most loyal commander. Actually he is a special clone of Sonechard created by Orcus. The real Sonechard does not know this clone exists, and this clone does not realize he is not the original Sonechard. A portion of Sonechard's very soul was taken in the process so that this clone could be animate even while the original still lives. Orcus accomplished this once while Sonechard was gravely wounded in battle, so the demon general is not even aware that the process took place. Orcus intends that when he is able to fully emerge on the Material Plane, he will eliminate

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the overly ambitious original Sonechard and replace him with this clone to lead his earthly legions, spear-headed by his elite black orog troops.

SONECHARD, "THE GENERAL"

CR 21

XP 409,600

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CE Large outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; **Perception** +41

Aura *unholy aura* (DC 27), stench (20 ft., DC 32, nauseated, 10 rounds)

AC 46, touch 24, flat-footed 40 (+6 Dex, +22 natural, -1 size, +9 profane)

hp 385 (22d10+264)

Fort +25; **Ref** +13; **Will** +21

DR 20/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

Speed 40 ft., fly 80 ft. (good)

Melee +4 *unholy wounding heavy pick* +39/+34/+29/+24 (1d8+17/19-20/x4 plus 1 bleed) or 2 claws +34 (1d8+13)

Space 10 ft.; **Reach** 10 ft.

Special Attacks control undead, undead master

Spell-Like Abilities (CL 20th)

Constant—*unholy aura* (DC 27)

At will—*animate dead*, *blasphemy* (DC 26), *create undead*, *death knell* (DC 21), *detect magic*, *detect good*, *desecrate*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *power word stun*, *suggestion* (DC 22), *telekinesis* (DC 24), *tongues* (self only), *unhallow*, *unholy blight* (DC 23), *wall of fire*

3/day—*create greater undead*, *fireball* (DC 22)

1/day—*circle of death* (DC 25), *destruction* (DC 26), summon (level 9, 4d10 dretches, 1d4 hezrous, or 1 nalfeshnee, 1 glabrezu, 1 marilith, or 1 balor 100%), summon (level 9, 4d10 zombies or skeletons, 2d8 shadows, wights, or wraiths, 2d4 greater shadows or spectres, or 1d4 dread wraiths 100%)

Str 37, **Dex** 23, **Con** 34, **Int** 26, **Wis** 26, **Cha** 28

Base Atk +22; **CMB** +36; **CMD** 61

Feats Bleeding Critical, Cleave, Combat Expertise, Critical Focus, Deceitful, Great Cleave, Improved Critical (heavy pick), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy pick)

Skills Acrobatics +17, Bluff +38, Diplomacy +34, Disguise +35, Escape Artist +28, Fly +22, Intimidate +34, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (nobility) +33, Knowledge (planes) +33, Perception +41, Sense Motive +33, Stealth +27, Survival +33

Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Terran; telepathy 100 ft.

Gear *Fool's Errand*

Control Undead (Su) This ability functions as the spell of the same name (CL 20th), except that Sonechard maintains control for 200 minutes. Sonechard can take control of undead creatures controlled by another creature whose caster level is 19 or less by making a successful opposed Charisma check against the opponent's Charisma check.

Undead Master (Ex) This ability allows Sonechard to create a maximum of 50 HD of undead with a single use of *animate dead*. If used in conjunction with *desecrate*, he can create 100 HD of undead with a single use.

Fool's Errand: Sonechard's unique weapon is a +4 *unholy wounding heavy pick*.

Tactics: Sonechard has been forbidden by Orcus to leave the black orog caverns or to summon other demons; he does not wish for the secret of this clone to get out. Therefore, Sonechard's first action in battle as he flies to the apex of the vault is to summon undead (usually wraiths or spectres) to assist in his defense. He then casts

blasphemy to incapacitate as many foes as possible and follows it with *unholy blight* and *wall of fire*. If flying attackers approach, he uses *unholy aura*. If it appears these attackers represent most of the party's major melee combatants, he *teleports* into the midst of the weaker members to attack them with his pick. If most of his undead have been destroyed or appear to be out of the way, he targets PCs with *fireball*. Any PCs that are killed and left behind by retreating comrades will be subjected to *create greater undead*.

Treasure: At the apex of the vault is the secret entrance to a storage vault that can be discovered by someone making a DC 20 Perception check while specifically searching that area. Within it, Sonechard has stashed the treasures given to him by Orcus for his millennium of service in these sealed caverns. These include 500 gold bricks worth 100 gp each, a gold chest (500 gp) filled with gems totaling 10,000 gp, and a *figurine of wondrous power* (*marble elephant*).

28. Proving Grounds (CR 20)

The double doors open into a deep Under Realms canyon. A wide ledge runs along the canyon's wall and eventually deposits travelers on the canyon's floor miles away. Along the length of this ledge are the bones of countless creatures and the black orog warriors that fought them. Here at the canyon's terminus the ledge is 400 feet above the canyon floor and the cavern roof is another 200 feet above that. This is a wild and unsettled portion of the Under Realms and is home to all manner of deadly creatures, though there are no organized Under Realms settlements anywhere nearby. In these wilderlands, the black orogs cut their teeth in battling the endless predators and strange creatures to be found to hone their combat skills and tactics. It also serves as grounds for occasional hunting forays to supplement their diet with whatever fare can be obtained from these dangerous expeditions. Orcus felt that his servants needed such an outlet to practice their violence, but felt the security provided by the presence of his general, Sonechard, would serve to insulate the living caverns beyond from incursions. Feel free to populate the depths of the canyon with whatever Under Realms creatures you choose if your players wish to explore.

Creature: Currently lurking in the area is an **elemental earth dragon** that has noticed the unusual war parties that occasionally make forays from the steel doors. It followed the last group a few days ago to this point and now waits outside to ambush the next group to emerge. It senses the evil Sonechard beyond the door and is not ready to take on whatever creature could have created such a foul aura.

ELEMENTAL EARTH DRAGON

CR 20

XP 307,200

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(N)E Huge outsider (earth, elemental, extraplanar)

Init +0; **Senses** darkvision 60 ft.; **Perception** +28

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 252 (24d10+120)

Fort +13; **Ref** +14; **Will** +15

Defensive Abilities earth mastery; **DR** 10/magic and cold iron; **Immune** elemental traits

Speed 20 ft., fly 100 ft. (poor), burrow 20 ft.

Melee bite +35 (2d8+18), 2 claws +35 (2d6+12), 2 wings +32 (1d8+12), tail slap +32 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

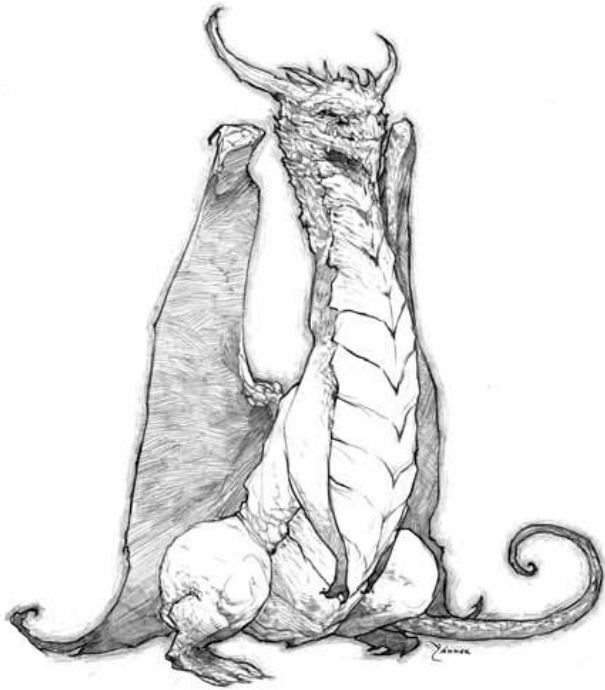
Special Attacks breath weapon (50 ft. cone, DC 29, 14d8 fire and slashing)

Str 35, **Dex** 10, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +24; **CMB** +38; **CMD** 48 (52 vs. trip)

Feats Ability Focus (breath weapon), Blind-Fight, Cleave, Flyby

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Attack, Great Cleave, Hover, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)
Skills Fly +19, Intimidate +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +28, Survival +28
Languages Common, Terran
SQ assimilation, freeze, meld with stone

Assimilation (Su) When an elemental earth dragon slays an opponent, it dehydrates the flesh with its breath weapon and pulverizes the bones. The residue is then absorbed into the dragon's body. An assimilated creature can only be restored to life using *wish*, *miracle*, or *true resurrection*, but even then, there is a 50% chance that such powerful magic fails.

Breath Weapon (Su) An elemental earth dragon's breath weapon is a 50 ft. cone of scorching sand and gravel.

Earth Mastery (Ex) An elemental earth dragon gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental earth dragon takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the stat block.)

Freeze (Ex) An elemental earth dragon can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that the elemental earth dragon is really alive.

Meld into Stone (Ex) An elemental earth dragon can meld its body with any stone surface large enough to accommodate its entire body. This is a standard action and has an unlimited duration (the dragon can stay melded as long as it desires). It otherwise resembles the *meld into stone* spell (caster level 20th).

29. Nursery (CR 10)

This low building is constructed of limestone blocks. A row of columns stand outside its front. In black orog society, all new infants are taken away from their parents and brought to the nursery to be raised until they are old enough to enter the agoge or are determined unfit for such training and are sent to live with the chattels. This building houses chambers where black orog infants scream from their stone cradles, toddlers bash each other with their toy weapons, and quarters where orogs too pregnant to perform their normal duties while away the time tending to the young until they come to term themselves. A yard carved out of the cavern wall behind the nursery is where orog children conduct their exercises in anticipation of entering the agoge soon.

Creatures: There are currently 14 noncombatant black orog children ranging in age from infant to toddlers. They are tended by **4 black orog chattels** and **2 black orog dhakkars**, half of whom are themselves pregnant. They defend the children fiercely to the death, and try to escape with them to Area 30 if attacked.

BLACK OROG CHATTELS (4)
XP 400

CR 1

hp 23 (See Area 21j)

BLACK OROG DHAKKARS (2)
XP 4,800

CR 8

hp 123 (See Area 19)

30. Agoge (CR 15)

This is a cluster of limestone buildings constructed in a haphazard sprawl in a side spur of the main cavern. All are low-roofed, single-story affairs with few entrances and no windows. In several places around them are rows of stone columns used as whipping posts for punishment and for weapons training. These buildings themselves hold a number of dormitories, dining halls, instructors' quarters, and armories for practice weapons. Upon leaving early childhood, all black orogs who are physically capable of doing so are placed in the agoge for the next ten years to toughen them, teach them discipline, and train them as warriors. There they are segregated from the rest of black orog society until old enough to enter the General's tutelage to become trained as dhakkars.

Creatures: Though, young, all students of the agoge are trained combatants. There are a total of **22 black orog agoge pupils** here. Their training is overseen by a **black orog jemadar** and **3 black orog dhakkar veterans**.

BLACK OROG AGOGE PUPILS (22)
XP 200

CR 1/2

Male or female young orog (*The Tome of Horrors Complete* 469, *Pathfinder Roleplaying Game Bestiary* "Young template")

LE Small humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 19, touch 12, flat-footed 18 (+7 armor, +1 Dex, +1 size)

hp 16 (3d8 plus 3)

Fort +3; **Ref** +3; **Will** +0

Speed 20 ft.

Melee greataxe +4 (1d10+1/x3)

Ranged javelin +5 (1d4+1)

Str 12, **Dex** 14, **Con** 10, **Int** 10, **Wis** 8, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 14

Feats Skill Focus (Perception), Toughness

Skills Perception +8

Languages Common, Orc

SQ orc/ogre blood

Gear banded mail, greataxe, 3 javelins

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG DHAKKAR VETERANS (3)
XP 12,800

CR 11

Male or female orog fighter 10 (*The Tome of Horrors Complete* 469)

LE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)



hp 161 (3d8+15 plus 10d10+50 plus 23)
Fort +15; **Ref** +5; **Will** +4 (+7 vs. fear)
Defensive Abilities bravery +3

Speed 30 ft.
Melee +1 greataxe +22/+17/+12 (1d12+12/x3)
Ranged +1 heavy crossbow +15 (1d10+2/19–20)
Special Attacks weapon training (axes +2, crossbows +1)

Str 20, **Dex** 12, **Con** 20, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +12; **CMB** +17 (+19 sunder); **CMD** 28 (30 vs. sunder)
Feats Blind-Fight, Cleave, Endurance, Greater Weapon Focus (greataxe)^B, Improved Initiative, Improved Sunder^B, Power Attack^B, Rapid Reload (heavy crossbow), Skill Focus (Perception), Toughness, Vital Strike^B, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B
Skills Climb +9, Knowledge (dungeoneering) +10, Perception +11, Stealth +13, Survival +13
Languages Common, Orc
SQ armor training 2, orc/ogre blood
Combat Gear 3 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of resist fire*, 3 flasks of alchemist's fire, 5 tingertwigs; **Other Gear** +1 full plate, +1 greataxe, +1 heavy crossbow, 40 crossbow bolts, *cloak of elvenkind*, signal horn

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG JEMADAR
XP 19,200
hp 173 (See Area 19)

CR 12

31. Chattel Hovels (CR 11)

This was once a large section of the cavern wall, but over the last thousand years it has been quarried back into the form in which it exists today to provide the building materials for the black orogs.

Creatures: Now amid its honeycomb of chiseled-away walls and alcoves dwell 43 **black orog chattels**. These are the black orogs too old or unfit to serve as dhakkars. Though they are not slaves, their role is little different than that. They see to all the domestic chores of the clan including cooking, repair work, food and water gathering, and whatever other tasks may be beneath the black orog warrior class. They are segregated here from the rest of the black orog society to prevent them from further weakening the clan's breeding. They have nothing of value and live in whatever makeshift accommodations they can cobble together. They avoid combat if possible and are unarmed and unarmored.

BLACK OROG CHATTELS (43)
XP 400
hp 23 (See Area 21j)

CR 1

32. Waldgraf's Hall (Map 11-6)

A steep stair rises 40 feet to a large structure carved into the face of the cavern wall. A railed balcony runs along the front of this structure on either side of the stairs, and each of the balconies' support posts bears a torch glowing with blue flames.

This is the hall of the leader of the black orogs, the waldgraf Versteeg. The waldgraf is chosen from among the ranks of the ritters and subjected to the Test of the Dark Pool. All the black orogs serve the waldgraf loyally, but the ritters serve as his cadre of personal guards and advisors.

32a. Guard Posts (CR 10)

The stairway widens here at the stone doors to the hall.

Creatures: On these small platforms, there are always 2 **black orog dhakkars** on duty. They sound the alarm if intruders approach and defend the doors to the death. The doors are not locked.

BLACK OROG DHAKKARS (2)
XP 4,800
hp 123 (See Area 19)

CR 8

32b. Main Hall (CR 21)

The center of this columned hall is dominated by a pit of hot coals where chattels prepare meals for the waldgraf and his men. The far wall is covered with a black tapestry depicting Orcus standing victorious over the entire world. Black orog soldiers are featured prominently in the foreground in precise military ranks. Before it sits the waldgraf's stone seat and table where he administers over his clan. Behind the tapestry is a secret door that can be found with a DC 25 Perception check.

Creatures: Currently in this chamber are **Waldgraf Versteeg**, a **black orog ritter**, 3 **black orog dhakkars** and 2 **corpse hounds**. If an alarm is sounded, the dhakkars and jemadars converge on this area from the north while the waldgraf retreats to his council chamber with his ritters to await word of what is occurring, so he can plan a response. One ritter will remain in this chamber to lead the troops.

CHAPTER 11: CAVERNS OF THE BARRIER

WALDGRAF VERSTEEG

CR 21

XP 409,600

Male tenebrous orog fighter 11/antipaladin 6 (*The Tome of Horrors Complete* 469, 737; *Pathfinder Roleplaying Game Advanced Player's Guide* "Antipaladin")

CE Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

Aura evil, aura of cowardice (10 ft.)

AC 39, touch 14, flat-footed 38 (+12 armor, +3 deflection, +1 Dex, +8 natural, +5 shield)

hp 282 (3d8+21 plus 11d10+77 plus 6d10+42 plus 31)

Fort +24; **Ref** +12; **Will** +12 (+15 vs. fear)

Defensive Abilities bravery +3, unholy resilience; **DR** 5/magic;

Immune disease

Speed 30 ft.

Melee +3 *adamantine heavy mace* +35/+30/+25/+20 (1d8+16/19–20), bite +23 (1d6+4 plus 1d6 acid) or +2 *silver dagger* +32/+27/+22/+17 (1d4+14/19–20), bite +23 (1d6+4 plus 1d6 acid)

Ranged +2 *silver dagger* +25/+20/+15 (1d4+14/19–20)

Special Attacks bristles, channel negative energy (DC 15, 3d6), cruelties (DC 15, shaken 6 rounds, staggered 3 rounds), fiendish boon (+1 weapon, 6 minutes), plague bringer, smite good 2/day (+2 attack, +6 damage), touch of corruption 5/day (melee touch +27, 3d6 damage), weapon training (hammers +2, light blades +1)

Spell-Like Abilities (3rd):

At will—*detect good*

Antipaladin Spells Prepared (CL 3rd):

1st—*bane* (DC 13), *death knell* (DC 13)

Str 28, **Dex** 15, **Con** 24, **Int** 10, **Wis** 10, **Cha** 15

Base Atk +19; **CMB** +28 (+30 sunder); **CMD** 43 (45 vs. sunder)

Feats Blind-Fight, Cleave, Endurance, Greater Weapon Focus (heavy mace)^B, Improved Critical (heavy mace)^B, Improved Initiative, Improved Sunder^B, Leadership, Power Attack^B, Quick Draw, Skill Focus (Perception), Toughness, Weapon Focus (dagger), Weapon Focus (heavy mace)^B, Weapon Specialization (dagger), Weapon Specialization (heavy mace)^B

Skills Climb +11, Knowledge (dungeoneering) +7, Knowledge (religion) +9, Perception +14, Stealth +13, Survival +8

Languages Common, Orc

SQ armor training 3, orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of resist fire*, 5 doses of purple worm poison; **Other Gear** +3 *full plate*, *Iron Shield of Vesh**, *amulet of natural armor* +2, *ring of protection* +3, *mace of smiting*, 3 +2 *silver daggers*, *cloak of resistance* +2, *belt of giant strength* +4, iron holy symbol of Orcus (10 gp)

* See sidebar

Acid Bite (Ex) The bite of the waldgraf is acidic. Any melee hit with his bite attack deals 1d6 points of acid damage.

Bristles (Ex) The waldgraf's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking the waldgraf with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 27 Reflex save or contact the many bristles that cover the waldgraf and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 27 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 27 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to the waldgraf's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by the waldgraf's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog

is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

BLACK OROG RITTER

CR 15

XP 51,200

hp 208 (See Area 24)

BLACK OROG DHAKKARS (3)

CR 8

XP 4,800

hp 123 (See Area 19)

CORPSE HOUNDS (2)

CR 4

XP 1,200

hp 42 (See Area 19)

The *Iron Shield of Vesh* appeared in *Relics & Rituals* by **Sword & Sorcery Studios** and is included here for your convenience.

IRON SHIELD OF VESH

Aura strong abjuration; **CL** 18th

Slot shield; **Price** 36,470 gp; **Weight** 15 lb.

DESCRIPTION

This shield a unique +3 *invulnerability steel shield* crafted from the black-bristled hide of an iron tusker (see the *Creature Collection Revised* by **Sword & Sorcery Studios**). Its iron tusker hide also gives it incredible hardness that can cause nonmagical weapons to break. Whenever an attacker using a nonmagical weapon misses the shield bearer's AC by 5 or less, he instead hits the shield and the weapon gains the broken condition.

An attacker may specifically avoid the shield in his attacks, but he must declare he is doing so before attacking and incurs a –2 penalty to his attack rolls against the bearer of the shield that round. The shield has hardness 20 and 33 hit points.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; **Cost** 18,470 gp

32c. Overlooks

Each of these balconies run along the front of the hall and has a stone railing. Everburning torches are affixed to each of the pillars. The railings provide cover to defenders on the balconies.

32d. Kennel (CR 9)

This area is used as a kennel for the breeding of the corpse hounds that serve the black orogs.

Creatures: There are currently 7 **corpse hounds** in here and 3 noncombatant corpse hound pups. These hounds attack anyone who is not a black orog unless commanded otherwise by a black orog.

CORPSE HOUNDS (7)

CR 4

XP 1,200

hp 42 (See Area 19)

32e. Dhakkar Barracks (CR varies)

This hall is crammed with stone bunk beds with thin mattresses

CHAPTER 11: CAVERNS OF THE BARRIER

of hides and fibrous fungal matter. This chamber is where the entire corps of dhakkars resides.

Creatures: There are always 2d4+5 black orog dhakkars in here. There are a total of **95 black orog dhakkars** in the caverns. Any slain in encounters whether at fixed locations or as random encounters should be removed from this total.

BLACK OROG DHAKKARS
XP 4,800
hp 123 (See Area 19)

CR 8

Treasure: A thorough search of this chamber turns up bronze and copper ornaments, coinage, and assorted gems with a total value of 1,850 gp.

32f. Latrine

This foul-smelling chamber is a simple latrine, cleaned periodically by chattels.

32g. Jemadar Quarters (CR varies)

These simple chambers hold two beds, chairs, and footlockers. They each house two jemadars.

Creatures: There is a 50% chance each of these rooms has an off-duty black orog jemadar in it. There are a total **18 black orog jemadars** in the city, so any losses sustained should be subtracted from that number. Their various treasures and trinkets total 1d4x100 gp per room.

BLACK OROG JEMADARS
XP 19,200
hp 173 (See Area 19)

CR 12

32h. Veterans' Quarters (CR varies)

Creatures: Each of these bunk rooms houses 5 black orog dhakkar veterans. There are 1d4 present unless an alarm has been sounded. These are the most experienced of the dhakkars and have survived multiple forays through the proving grounds. These cunning warriors command the respect of their fellow black orogs and could overrule even a jemadar's orders under certain circumstances. Their personal possessions total 2d4x100 gp per room. There are a total of **15 veterans among the black orogs**, and any losses should be subtracted from this number.

BLACK OROG DHAKKAR VETERANS
XP 12,800
hp 161 (See Area 30)

CR 11

32i. Ritters' Lounge (CR 15 or 17)

This chamber has several pieces of comfortable furnishings padded with cushions of furs. Low tables hold ewers with mushroom wines and Underdark delicacies.

Creatures: There are usually **1d2 black orog ritters** in this room, as it serves as this elite group's recreation area. A stone statue pictures a black orog in full battle regalia.

BLACK OROG RITTERS (1d2)
XP 51,200
hp 208 (See Area 24)

CR 15

32j. Ritter's Quarters (0 or 15)

These rooms are all comfortably furnished for one individual. The

ritters, knights among the black orogs—their combat elite—occupy these quarters. Each ritter has his own accommodations.

Creatures: Each of these rooms (except the southwesternmost) has a 50% chance of having a black orog ritter within. There are a total of **9 ritters among the black orogs**, and any casualties they suffer should be subtracted from this amount. The furnishings and various valuables in these rooms add up to 1d2 x 1,000 gp each.

BLACK OROG RITTERS
XP 51,200
hp 208 (See Area 24)

CR 15

32k. Training Room

This room has a sandy floor as well as numerous sparring weapons and dummies. Here the ritters and the waldgraf can train in privacy away from the rest of the black orogs.

32l. Council Room

This room is dominated by a great table of black slate. Etched into its surface is a map showing the lower entry chambers (Areas 5–14) and the living quarters (Areas 15–32). The waldgraf and his ritters plan their defenses and order of battle from this chamber. They do not have a map of the Sleeper's caverns.

32m. Sitting Room

This room is empty save for a few stone benches with comfortable cushions stuffed with dried fungus.

32n. Waldgraf's Quarters (CR 8)

This chamber is richly furnished with an actual bed of wood with a feather mattress and various other ornaments from the surface world carefully carried into these caverns and preserved for the last thousand years. Here the waldgraf dwells. The many curios (coin collections, brass drawer handles, bejeweled tapestries, etc.) are worth 5,500 gp if taken from this chamber.

Creature: Hiding beneath the bed is a **tenebrous worm** that attacks with surprise against anyone searching the room. It was given to the waldgraf by the high keeper when Versteeg passed the test of the Dark Pool. It is loyal to the waldgraf.

TENEBOUS WORM
XP 4,800

CR 8

hp 105 (*Pathfinder Roleplaying Game Bestiary 2* “Tenebrous Worm”)



Sleeper's Caverns — Map II-7

These natural caverns hold the Keltine Barrier and the sleeping wyrm Garagor. They also house the special Order of the Keepers, black orog clerics that tend to the sleeping dragon and monitor the sealed *gate*. They have reworked and expanded some areas of this level, but most of the caverns remain in their natural configurations.

33. Former Chapterhouse

Crumbling buildings partially hewn from the surrounding rock and partially made from blocks of the native stone stand in here in silence. Obviously once a small community, these buildings now stand empty and desolate. Whatever once dwelt here seems to have moved on long ago.

This chamber has largely been forgotten by the inhabitants of these caverns. Even the ettins who dwell just outside its entrance have seen the tunnel leading here for so long that they no longer pay attention to it. If asked they would say only that it leads to a dead end. When the black orogs first came to these caverns and began their construction in Area 20, the Order of the Keepers settled in here and built this as their chapterhouse. After a time they relocated to the superior quarters at Area 37 and left these crude accommodations behind. A search turns up nothing of value but a DC 37 Perception check locates a secret door behind a small cave-in at the back of one of the buildings. This secret entrance to the barrier chamber was forgotten when the keepers relocated, and now no one alive today is aware of its existence. It provides an otherwise unknown back door into the Sleeper's caverns.

34. Guard Chamber (CR 18)

Creatures: This chamber is empty of anything save 4 **black orog keepers** standing on guard duty. They attempt to destroy intruders and turn away any black orogs knowing that the high keeper has not summoned anyone lately.

BLACK OROG KEEPERS (4)

CR 14

XP 38,400

Male or female tenebrous orog cleric of Orcus 10 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23**Aura** chaos, evil**AC** 31, touch 14, flat-footed 29 (+9 armor, +2 deflection, +2 Dex, +6 natural, +2 shield)**hp** 124 (3d8+9 plus 10d8+30 plus 23)**Fort** +13; **Ref** +6; **Will** +12**Defensive Abilities** death's embrace**Speed** 20 ft.**Melee** +2 *flaming scimitar* +17/+12 (1d6+7/18–20 plus 1d6 fire), bite +9 (1d6+2 plus 1d6 acid) or touch +14 (by spell)**Ranged** mwk dart +12 (1d4+5) or touch +11 (by spell)**Special Attacks** acidic bite, bleeding touch 7/day (1d6 bleed, 5 rounds), bristles, channel negative energy 6/day (5d6, DC 18), destructive aura 10 rounds/day (30 ft., +5 damage), destructive smite 7/day (+5 damage), spontaneous casting (inflict spells)**Divine Spells Prepared** (CL 10th):5th—empowered *searing light*, *flame strike* (DC 19), *slay living*^D (DC 19)4th—*death ward*^D, *divine power*, empowered *sound burst* (DC 16), *poison* (DC 18), *unholy blight* (DC 18)3rd—*dispel magic*, empowered *cure light wounds* (DC 15), *prayer*, *protection from energy*, *rage*^D2nd—*darkness*, *hold person* (DC 16), *owl's wisdom*, *shield other*, *silence* (DC 16), *shatter*^D (DC 16)1st—*bane* (DC 15), *cause fear*^D (DC 15), *curse water*, *doom* (DC 15), *obscuring mist*, *shield of faith*0 (at will)—*create water*, *detect magic*, *purify food and drink*, *read magic***D** domain spell; **Domains** Death, Destruction**Str** 20, **Dex** 14, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16**Base Atk** +9; **CMB** +14; **CMD** 28**Feats** Empower Spell, Improved Initiative, Martial Weapon Proficiency (scimitar), Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness, Weapon Focus (scimitar)**Skills** Knowledge (arcana) +17, Knowledge (religion) +23, Perception +23**Languages** Abyssal, Common, Orc**SQ** orc/ogre blood**Combat Gear** 3 *potions of cure serious wounds*, *potion of bull's strength*, 3 flasks of unholy water; **Other Gear** +3 *chainmail*, +1 *light steel shield*, +2 *flaming scimitar*, 6 masterwork darts, *ring of protection* +2, *belt of dexterity* +2, gold holy symbol of Orcus (50 gp)**Acid Bite (Ex)** The bite of a keeper is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.**Bristles (Ex)** A keeper's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a keeper with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 19 Reflex save or contact the many bristles that cover the keeper and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 19 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 19 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that keeper's poison for 24 hours.

A neutralize poison removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a keeper's bristles.**Orc/Ogre Blood (Ex)** For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

35. Collapsed Tunnel

The wide natural tunnel ends here in a collapse. The keepers collapsed it many years ago to restrict access to the barrier cavern and the Sleeper. They know that when the time comes, Garagor will be able to burrow out through this collapsed section of tunnel.

36. Chamber of the Dark Pool (CR 7)

An amphitheater has been carved here underground out of the native stone. Four tiers of descending seats overlook the central area below. A semi-circle of ornately carved pillars lines the top row of the sunken arena. At the base of the steps is a circular pool, pitch black and refusing to reflect any light sources shown upon it.

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This is the public worship area of the Order of the Keepers. Here they conduct some rituals and occasionally invite their fellow black orogs to attend. At the southern end of the room at the top level is a skillfully hidden secret door (DC 35 Perception check to locate) that leads to the keepers' chapterhouse, though it is protected by a **trap**.

In the center of the room sits the dark pool. This is actually little more than a 40-foot-deep shaft that has been filled with the substance of the Plane of Shadow. This shadowstuff is pitch black and has the consistency of thick mud. Anyone coming into contact with the shadowstuff must make a DC 20 Fortitude save or take 1d6 points of cold damage. Anyone submerged in the stuff must make a Fortitude save each round or take 10d6 points of cold damage (save for half) and risks drowning just as in water. Anyone making three consecutive saves and having an evil alignment gains the tenebrous template (see *The Tome of Horrors Complete* by Frog God Games) and becomes immune to further effects from this substance. Furthermore, that individual finds that he can move through the stuff as easily as swimming through water (encumbrance and armor check penalties do not apply) and can breathe easily in the stuff.

This dark pool is used by the keepers to administer the Test of the Dark Pool, a trial undertaken by all black orogs who would become keepers, where the individual is bound and held under the shadowstuff long enough to either drown, die of cold damage, or successfully gain the tenebrous template. Some zhervas are allowed to take the test if they choose, and it is a requirement for selecting a new waldgraf. At the bottom of this pool shaft is a doorway that opens out into a passageway cut through the stone. The shadowstuff does not leak out into this passage, and anyone able to move through the stuff can use the pool shaft to easily access this tunnel and return. Thus is the entrance to the Sleeper's cavern guarded. This well has been known to spontaneously spit forth tenebrous creatures from the Plane of Shadows, but this has not happened in some time and does not occur while the party is exploring the caves.

Trap: If the secret door is opened from either side by anyone who does not have the tenebrous template, a blast *greater glyph of warding* inscribed on the inside of the door frame is activated. It is easily heard from Area 34, and anyone at Area 37a can hear it with a DC 15 Perception check. The keepers check this *glyph* daily and recast it if necessary. If it has been activated, they immediately begin hunting for intruders and set a guard on Area 40 (see Area 37).

GREATER GLYPH OF WARDING (BLAST)

CR 7

Type magical; Perception DC 31; Disable Device DC 31

Trigger magic (*glyph of warding*); **Reset** none

Effect spell effect (*greater glyph of warding* [blast], 14th-level cleric, 7d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 5 ft.)

37. Keeper Chapterhouse (Map II-8)

This multilevel excavation serves as the private sanctum of the Order of the Keepers, those special disciples of Orcus tasked specifically to guard and care for the dragon Garagor the Sleeper, who will someday awake to free their dark lord. All members of the order have passed the Test of the Dark Pool and have the tenebrous template. The order is ruled by the high keeper who is assisted by two other high-level keepers called the censor and the archivist. The rest of the members of the order are either full-fledged keepers or the new neophyte initiates that have not yet earned their stripes as full keepers. If an alarm is sounded within the chapterhouse, the censor immediately rallies the neophytes and keepers to its defense at the lowest level while the archivist begins seeking out the foe through divination. While this goes on, the high keeper takes 1d4+2 keepers with her and uses the secret tunnel to reach Area 40 to guard over the Sleeper.



CHAPTER 11: CAVERNS OF THE BARRIER

37a. Entry (CR 11)

Creatures: This featureless chamber is monitored at all times by 2 **black orog neophytes**. If intruders enter or they hear the blast from the secret door trap (see Area 36), one stays to guard the door while the other runs to sound the alarm returning with reinforcements in 5 minutes.

BLACK OROG NEOPHYTES (2)

CR 9

XP 6,400

Male or female tenebrous orog cleric of Orcus 6 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16

Aura chaos, evil

AC 24, touch 12, flat-footed 23 (+5 armor, +1 deflection, +1 Dex, +6 natural, +1 shield)

hp 78 (3d8+9 plus 6d8+18 plus 15)

Fort +11; **Ref** +4; **Will** +10

Speed 30 ft.

Melee +1 *scimitar* +11/+6 (1d6+5/18–20), bite +5 (1d6+2 plus 1d6 acid) or touch +10 (by spell)

Ranged mwk dart +8 (1d4+4) or touch +7 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 3 rounds), bristles, channel negative energy 6/day (3d6, DC 16), destructive smite 7/day (+3 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 6th):

3rd—*blindness/deafness* (DC 17), *create food and water*, *prayer*, *rage*^D

2nd—*darkness*, *death knell*^D (DC 16), *hold person* (DC 16), *owl's wisdom*, *shield other*

1st—*bane* (DC 15), *cause fear*^D (DC 15), *doom* (DC 15), *obscuring mist*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *purify food and drink*, *read magic*

D domain spell; **Domains** Death, Destruction

Str 19, **Dex** 12, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Martial Weapon Proficiency (*scimitar*), Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +13, Knowledge (religion) +14, Perception +16

Languages Abyssal, Common, Orc

SQ orc/ogre blood

Combat Gear 2 *potions of cure serious wounds*; **Other Gear**

+1 *chain shirt*, masterwork light steel shield, +1 *scimitar*, 6 masterwork darts, *ring of protection* +1, silver holy symbol of Orcus (25 gp)

Acid Bite (Ex) The bite of a neophyte is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) A neophyte's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a neophyte with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 17 Reflex save or contact the many bristles that cover the neophyte and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 17 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 17 Fortitude save or take 2d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that neophyte's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a neophyte's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog

is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

37b. Dining Hall

Rows of stone tables and benches line this room. Here the keepers and neophytes take their meals.

37c. Kitchen (CR 13)

This is utilitarian kitchen where fungus gruel, mold-yeast bread, and other treats are prepared. Unless an alarm has been sounded, there are 4 **black orog neophytes** hard at work in here preparing the next meal.

BLACK OROG NEOPHYTES (4)

CR 9

XP 6,400

hp 78 (See Area 37a)

37d. Neophyte Cells (CR 13)

These comfortless cells have only thin sleeping pallets and minimal comforts. Each houses two neophytes.

Creatures: The order has a total of 10 neophytes, and divided between these cells there are currently a total 4 **black orog neophytes**. They have no treasure.

BLACK OROG NEOPHYTES (4)

CR 9

XP 6,400

hp 78 (See Area 37a)

37e. Privy

This is a small, dark privy, though it is kept relatively clean through the constant chores of the neophytes.

37f. Stores

This room holds foodstuffs and other mundane stores used by the order. One corner has a small well of fresh water.

37g. Keeper Monitor (CR 14)

Creature: A single **black orog keeper** sits on a stool here monitoring the comings and goings of the neophytes. If attacked he calls for the neophytes to assist him while he tries to retreat upstairs.

BLACK OROG KEEPER

CR 14

XP 38,400

hp 124 (See Area 34)

37h. Keeper Cells (CR varies)

These chambers have marginally more furnishings than the neophyte cells, and each houses two keepers.

Creatures: Each of these cells has a 50% chance of having 1 black orog keeper resting in between rituals and other duties. There are a total of 10 **keepers** in the order, so subtract losses from this number. Each of these cells has personal treasures worth a total of 1d4x100 gp.

BLACK OROG KEEPERS

CR 14

XP 38,400

hp 124 (See Area 34)

37i. Privy

Though larger, this privy is otherwise identical to that at Area 37e.

37j. Baths

Stone tubs, a fireplace for burning fungus logs, and metal buckets for carrying water fill out this chamber.

37k. Training Room (CR varies)

This chamber is bare and has only a sparring dummy and a few rags for sopping up blood. The members of the order train with their weapons here and oftentimes get over-enthusiastic.

Creatures: There is a 25% chance that **1d2 black orog keepers** are here in mock battle.

BLACK OROG KEEPERS (1d2)

CR 14

XP 38,400

hp 124 (See Area 34)

37l. Stores

This room is identical to Area 37f above but without the well.

37m. Vestry

This chamber holds the ceremonial garments of the keepers that differ somewhat from the traditional garb of Disciples of Orcus. There are a total of sixteen such clerics' vestments within.

37n. Censor's Quarters

This chamber is more poshly furnished than the keepers' cells, with a bed and mattress and small table with chairs. Several tomes rest on the table. All deal with rituals in the worship of Orcus. The censor occupies this chamber but can usually be found in Area 37p. His belongings have a total value of 1,800 gp in various odds and ends of precious metals and semi-precious stones.

37o. Trapped Door (CR 8)

This door bears a **trap**. The keepers and neophytes are unaware of the trap but know they are forbidden to pass through these doors. The censor, archivist and high keeper are aware of the hidden switches on either side (DC 45 Perception) to disable it.

Trap: If the door is opened and anyone steps into the square immediately west of it (or is already standing there), a hatch opens in the ceiling dumping the contents of a stone tank into the room. These contents are an acidic solution that affects anyone standing in that square or any adjacent square. However, in addition to the acidic solution the tank holds dozens of **spinal leeches** (see below). These creatures are immune to this acid and make melee touch attacks to anyone in the area of affect (+10 melee touch). Those that miss fall harmlessly to the floor and disappear down grooves and cracks in the stone.

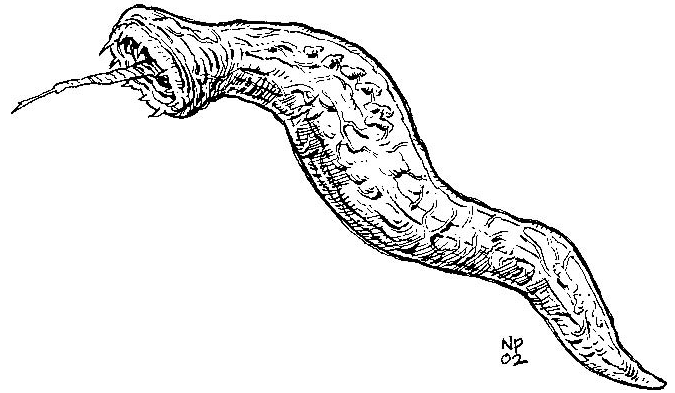
ACID BATH TRAP

CR 8

Type mechanical; **Perception** DC 30; **Disable Device** DC 32

Trigger location; **Reset** repair

Effect acidic deluge (6d6 acid, DC 16 Reflex save half); multiple targets (all targets in 4 adjacent squares)



Spinal Leech (Infestation, Vermin – CR 2)

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These vermin appear as 3-inch-long transparent leeches. A typical encounter is with a swarm of 10–20 leeches. They are found in marshes, stagnant underground pools, and swamps. They attach to their prey and drain spinal fluid, inducing paralysis in the victim. When first encountered, a DC 15 Perception check can be made to notice them in time to avoid them entirely. If this check fails, the spinal leeches go unnoticed and crawl onto their victim, moving quickly to the spine. A spinal leech needs only a single round to reach its destination on a Medium creature. If the target is wearing medium armor, it takes an additional round; two rounds are added if the victim is wearing heavy armor.

When a leech attaches itself, the victim may attempt a DC 15 Perception check. If successful, he feels a strange sensation run down his spine; otherwise, the leeches go unnoticed. Each round thereafter, a DC 17 Fortitude save must be made or the victim takes 1d6 points of Dexterity damage. At Dexterity 0, the victim is paralyzed until his Dexterity score is brought to 1.

An application of fire or salt instantly kills all leeches. They can also be pulled from a host with no ill effects (pulling a single leech off is a move action that provokes attacks of opportunity).

Spinal Leeches

Type infestation; **Save** Fortitude DC 17

Onset immediate; **Frequency** 1/round

Effect 1d6 Dex damage

37p. Chapel (CR 18)

Here the keepers hold their own secret religious observances under the ministrations of the censor. In an alcove on the far wall is an idol depicting Orcus astride a strangely deformed dragon. The idol is made of a rare Under Realms coral dredged up from the depths of the lake cavern and has large bloodstones for eyes. The bloodstones are worth 200 gp each, and the idol itself could fetch up to 6,000 gp, though it weighs close to 2,000 lb.

Creature: Currently seeing to the chapel and burning a foul-smelling incense is the **black orog censor** and his **tenebrous weasel familiar**.

BLACK OROG CENSOR

CR 18

XP 153,600

Male tenebrous orog cleric of Orcus 6/sorcerer3/mystic theurge 5

(*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +23

Aura chaos, evil

AC 24, touch 15, flat-footed 23 (+3 armor, +4 deflection, +1 Dex, +6 natural)

hp 163 (3d8+12 plus 6d8+24 plus 3d6+12 plus 5d6+20 plus 23)

Fort +17; **Ref** +9; **Will** +16

Speed 30 ft.

CHAPTER 11: CAVERNS OF THE BARRIER

Melee +3 *thundering morningstar* +16/+11 (1d8+7), bite +8 (1d6+2 plus 1d6 acid) or touch +13 (by spell)

Ranged touch +10 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 3 rounds), bristles, channel negative energy 6/day (3d6, DC 16), destructive smite 7/day (+3 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 11th):

6th—*antilife shell*, *harm*^D (DC 20)

5th—empowered *searing light*, *flame strike* (DC 19), *slay living*^D (DC 19)

4th—*death ward*^D, *dismissal* (DC 18), *divine power*, empowered *sound burst* (DC 16), *poison* (DC 18)

3rd—*animate dead*^D, *blindness/deafness* (DC 17), *dispel magic*, empowered *cure light wounds* (DC 17), *prayer*, *protection from energy*

2nd—*darkness*, *eagle's splendor*, *hold person* (DC 16), *owl's wisdom*, *shatter*^D (DC 16), *silence* (DC 16)

1st—*bane* (DC 15), *cause fear*^D (DC 15), *curse water*, *doom* (DC 15), *sanctuary* (DC 15), *shield of faith*

0 (at will)—*detect magic*, *mending*, *read magic*, *resistance*

D domain spell; **Domains** Death, Destruction

Arcane Spells Known (CL 8th):

4th (3/day)—*fire shield*

3rd (6/day)—*displacement*, *fireball* (DC 16)

2nd (7/day)—*glitterdust* (DC 15), *spider climb*, *web* (DC 15)

1st (7/day)—*burning hands* (DC 14), *expeditious retreat*, *identify*, *magic missile*, *shield*, *true strike*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 13), *daze* (DC 13), *ghost sound* (DC 13), *message*, *ray of frost*, *touch of fatigue*

Bloodline arcane

Str 19, **Dex** 12, **Con** 18, **Int** 12, **Wis** 18, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 28

Feats Alertness^B (with familiar), Combat Casting, Empower Spell, Eschew Materials^B, Great Fortitude, Improved Familiar, Improved Initiative, Maximize Spell, Skill Focus (Knowledge [religion]), Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +19, Knowledge (religion) +22, Perception +23, Sense Motive +6, Spellcraft +16

Languages Abyssal, Common, Orc

SQ arcane bond (familiar—Stythth), bloodline arcane (+1 DC with metamagic), combined spells (3rd), metamagic adept 1/day, orc/ogre blood

Combat Gear *wand of lighting bolt* (CL 8: 21 charges), 2 *potions of cure serious wounds*; **Other Gear** *bracers of armor* +3, *ring of protection* +4, +3 *thundering morningstar*, gold and bloodstone holy symbol of Orcus (100 gp)

Acid Bite (Ex) The bite of the censor is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) The censor's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a neophyte with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 22 Reflex save or contact the many bristles that cover the censor and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 22 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 22 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to that censor's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a censor's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

STYTHTH

XP —

Male tenebrous weasel familiar (*Pathfinder Roleplaying Game*

Bestiary "Familiar, Weasel";

The Tome of Horrors Complete 737)

N Tiny outsider (augmented animal, extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +13

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 81 (3 HD)

Fort +10; **Ref** +7; **Will** +12

Defensive Abilities improved evasion

Speed 20 ft., climb 20 ft.

Melee bite +13 (1d4–3 plus 1d6 acid plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks acidic bite, bristles, deliver touch spells

Str 5, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +7; **CMD** 14 (18 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10 (+6 jump), Climb +10, Escape Artist +3,

Knowledge (arcana) +13, Knowledge (religion) +10, Perception +13, Spellcraft +10, Stealth +14

Languages empathic link with master

SQ share spells

Acid Bite (Ex) The bite of Stythth is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting bite damage each round.

Bristles (Ex) Stythth's head is covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking Stythth with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 13 Reflex save or contact the many bristles that cover Stythth and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 13 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 13 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to Stythth's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by Stythth's bristles.

37q. Guardroom

This landing once housed guardian tenebrous creatures found in the Dark Pool, but the last one died a few years ago and a new one has not been captured since.

37r. Archivist's Quarters (CR 0 or 17)

No more furnished than a neophyte's cell, this chamber is occupied the second-highest ranking keeper — the archivist.

Creature: There is a 50% chance that **black orog archivist** is in here. If not, he is in Area 37s.

BLACK OROG ARCHIVIST

CR 17

XP 102,400

Male tenebrous orog cleric of Orcus 6/lorekeeper 7 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

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Init +1; **Senses** darkvision 60 ft.; **Perception** +27
Aura chaos, evil

AC 29, touch 15, flat-footed 27 (+8 armor, +3 deflection, +1 Dex, +1 dodge, +6 natural)
hp 122 (3d8+6 plus 6d8+12 plus 7d6+14 plus 22)
Fort +16; **Ref** +10; **Will** +16

Speed 30 ft.

Melee +2 *light mace* +14/+9 (1d6+4), bite +7 (1d6+1 plus 1d6 acid) or touch +12 (by spell)

Ranged touch +11 (by spell)

Special Attacks acidic bite, bleeding touch 7/day (1d6 bleed, 3 rounds), bristles, channel negative energy 3/day (3d6, DC 13), destructive smite 7/day (+3 damage), spontaneous casting (inflict spells)

Divine Spells Prepared (CL 13th):

7th—*destruction* (DC 21), *disintegrate*^D (DC 21)

6th—*animate objects*, *heal* (DC 20), *harm*^D (DC 20)

5th—*commune*, *righteous might*, *slay living*^D (DC 19), *summon monster V*

4th—*air walk*, *death ward*^D, *dimension anchor*, *divination*, *repel vermin* (DC 18), *tongues*

3rd—*animate dead*^D, *bestow curse* (DC 17), *blindness/deafness* (DC 17), *create food and water*, *locate object*, *meld into stone*

2nd—*augury*, *death knell*^D (DC 16), *hold person* (DC 16), *make whole*, *spiritual weapon* (+14 attack, 1d8+4 force), *zone of truth* (DC 16)

1st—*command* (DC 15), *cause fear*^D (DC 15), *comprehend languages*, *divine favor*, *protection from good*, *sanctuary* (DC 15)

0 (at will)—*detect magic*, *mending*, *read magic*, *resistance*

D domain spell; **Domains** Death, Destruction

Str 15, **Dex** 12, **Con** 14, **Int** 18, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +11; **CMD** 26

Feats Brew Potion, Combat Casting, Craft Wondrous Items, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [history]), Skill Focus (Perception), Toughness

Skills Knowledge (arcana) +27, Knowledge (history) +33, Knowledge (planes) +27, Knowledge (religion) +33, Linguistics +15, Perception +27, Spellcraft +24 (+34 examining magic items)

Languages Abyssal, Aklo, Aquan, Celestial, Common, Daemonic, Dwarven, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran, Undercommon

SQ greater lore, orc/ogre blood, lore, secrets (dodge trick, lore of true stamina, secret knowledge of avoidance, weapon trick)

Combat Gear *staff of divination* (10 charges), 4 *potions of cure serious wounds*; **Other Gear** +3 *glamered scale mail* (looks like black robes), *ring of protection* +3, *cloak of resistance* +2, +2 *light mace*, iron holy symbol of Orcus (10 gp)

Acid Bite (Ex) The bite of the archivist is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) The archivist's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking the archivist with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 20 Reflex save or contact the many bristles that cover the archivist and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 20 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 20 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to the archivist's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by the archivist's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog

is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

37s. Archives (CR 0 or 17)

Rows and rows of stone shelves hold bundles of scrolls and tomes. Here is the entire records collection recording the history of the black orogs, including Orcus's plot and their part in it. If anyone examines these records for a full day, he finds that most of the works are census information, but he also learns the history provided in the adventure background up until the black orogs descended into the caverns a thousand years ago, as well as, the black orog information provided at the beginning of this chapter.

Creature: If not encountered in Area 37r, then the **black orog archivist** will be found here perusing the many records.

BLACK OROG ARCHIVIST

CR 17

XP 102,400

hp 122 (See Area 37r)

37t. Private Dining Room

This is a finely appointed dining room used by the high keeper, archivist and censor.

37u. Kitchen (CR 5)

This kitchen is used for the private dining room.

Creatures: There are 5 **black orog chattels** hard at work in here. They prefer to run and hide rather than fight.

BLACK OROG CHATTELS (5)

CR 1

XP 400

hp 23 (See Area 21j)

37v. Chattels' Quarters

These stinking quarters are for the chattels that serve the high keeper. Unlike other chattels, these live lives of abject slavery. Once they are hand-picked to serve in the chapterhouse, they never emerge again until death. The back of their quarters has a squalid privy. They are never allowed beyond 37t.

37w. High Keeper's Chamber (CR 22)

Creature: Unless responding to an alarm, the **black orog high keeper** occupies this finely appointed chamber. It rivals the waldgraf's chambers in luxury, and its various accouterments could be sold for 4,000 gp. The secret door can be found with a DC 30 Perception check.

BLACK OROG HIGH KEEPER

CR 22

XP 615,000

Female tenebrous orog cleric of Orcus 10/Disciple of Orcus 8 (*The Tome of Horrors Complete* 469, 737)

CE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 120 ft.; **Perception** +30

Aura chaos, evil

AC 34, touch 14, flat-footed 33 (+10 armor, +3 deflection, +1 Dex, +6 natural, +4 shield)

hp 213 (3d8+12 plus 10d8+40 plus 8d8+32 plus 31)

Fort +22; **Ref** +7; **Will** +21

Defensive Abilities cloak of Orcus, death's embrace, friend of death

CHAPTER 11: CAVERNS OF THE BARRIER

(DC 23), heavy fortification (75%)

Speed 30 ft.

Melee +2 *flaming burst scimitar* +22/+17/+12 (1d6+6/18–20 plus 1d6 fire), bite +14 (1d6+2 plus 1d6 acid) or touch +19 (by spell)

Ranged touch +16 (by spell)

Special Attacks acidic bite, bleeding touch 10/day (1d6 bleed, 9 rounds), bristles, channel negative energy 8/day (9d6, DC 24), destructive aura 18 rounds/day (30 ft., +9 damage), destructive smite 10/day (+9 damage), necromantic power (+4d6), spontaneous casting (inflict spells), summon undead (36 HD), touch of the death god 1/day (2d4 negative levels, DC 20)

Spell-like Abilities (CL 18th):

3/day—*animate dead*, *speak with dead*

Divine Spells Prepared (CL 18th):

9th—*energy drain* (DC 26), *implosion* (DC 26), *wail of the banshee*^D (DC 26)

8th—*antimagic field*, *create greater undead*^D, *earthquake* (DC 25), *unholy aura* (DC 25)

7th—*blasphemy* (DC 24), *destruction*^D (DC 24), *empowered flame strike* (DC 22), *repulsion* (DC 24), *symbol of stunning* (DC 24)

6th—*empowered inflict critical wounds* (DC 21), *forbiddance* (DC 23), *harm*^D (DC 23), *mass cure moderate wounds* (DC 23), *planar ally*, *word of recall*

5th—*empowered searing light* (x2), *flame strike* (DC 22), *insect plague*, *quicken cure light wounds* (DC 18), *slay living*^D (DC 22)

4th—*death ward*^D, *dimensional anchor*, *divine power*, *empowered sound burst* (DC 19), *poison* (DC 21), *unholy blight* (DC 21)

3rd—*dispel magic*, *empowered cure light wounds* (DC 20, x2), *invisibility purge*, *prayer*, *protection from energy*, *rage*^D

2nd—*bear's endurance*, *desecrate*, *hold person* (DC 19), *owl's wisdom*, *sound burst* (DC 19), *shatter*^D (DC 19), *spiritual weapon* (+22/+17/+12 attack, 1d8+5 force)

1st—*bane* (DC 18), *cause fear*^D (DC 18), *deathwatch*, *divine favor*, *doom* (DC 18), *entropic shield*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Death, Destruction

Str 18, **Dex** 12, **Con** 18, **Int** 15, **Wis** 24, **Cha** 20

Base Atk +15; **CMB** +19; **CMD** 33

Feats Combat Casting, Empower Spell, Forge Ring, Great Fortitude, Improved Initiative, Martial Weapon Proficiency (scimitar), Power Attack, Quicken Spell, Skill Focus (Perception), Toughness, Weapon Focus (scimitar)

Skills Craft (alchemy) +16, Knowledge (arcana) +18, Knowledge (religion) +27, Perception +30, Sense Motive +13, Spellcraft +23

Languages Abyssal, Aklo, Common, Draconic, Orc, Undercommon
SQ improved animation, orc/ogre blood

Combat Gear 3 *potions of cure serious wounds*, *potion of bull's strength*, 3 flasks of unholy water; **Other Gear** +4 *elven chain*, +2 *heavy fortification heavy steel shield*, *ring of protection* +3, +2 *flaming burst scimitar*, *headband of mental prowess* +4 (Wisdom, Charisma), platinum and diamond holy symbol of Orcus (1,500 gp)

Acid Bite (Ex) The bite of the high keeper is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage.

Bristles (Ex) The high keeper's head and arms are covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking the high keeper with natural weapons, unarmed attacks, or handheld weapons must succeed on a DC 24 Reflex save or contact the many bristles that cover the high keeper and be subjected to its poison.

On a failed Reflex save the opponent must make a DC 24 Fortitude save or be paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on another DC 24 Fortitude save or take 3d6 Con damage. If the initial Fortitude save is successful, no further save is necessary and the opponent is immune to the high keeper's poison for 24 hours.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need

for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by the high keeper's bristles.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or an ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

37x. Secret passage

This passage descends steep stairs and ends at an identical secret door opening onto Area 40 (DC 30 Perception).

38. Barrier Cavern

Rising like twin towers from the floor of this cavern are two 60-foot obelisks embossed in fantastic designs incorporating the shape of a kite shield. Between these towers stretches a strange energy field of some sort. It is an opaque gray in color with little flashes of light and darkness that play across its surface. A thin tendril of solid-seeming mist emerges from a darker spot high in one corner of this field and runs through the air like a rope, disappearing through an opening high on the west wall. Around the base of this strange tableau are a number of statues of humanoid figures in various poses of supplication. Strangest of all, these figures appear to have sunken into the floor and fused into place. Some only have a foot or leg sunk to the ankle while others are little more than head and shoulders protruding above the stony surface. These figures seem to evoke an aura of sorrow and loss.

Standing in this chamber is the long-forgotten Keltine Barrier. A close examination of the structure reveals that it too is fused to the floor but is not made of stone at all. In fact the substance of its seamless construction is unidentifiable and wholly indestructible by mortal means, just as the opaque field is impassable. It covers an open *gate* to the Abyss but completely bars access, save for a small penetration in one corner. This pinhole is what allows a tiny bleeding of Orcus's direct essence to the Sleeper in the form of the wispy rope of mist. Anyone touching this rope of unadulterated essence of Orcus takes 10d6 points of negative energy damage per round (no save) and gains 10 negative levels. The negative levels disappear when contact with the rope ceases, but the damage must be healed normally.

The ledge on the west wall is 40 feet high and leads to Area 39. The cavern's ceiling is 80 feet high. Just southeast of the collapsed tunnel at Area 35 is a small side passage concealed by an optical illusion of shadow and the shape of the cavern wall to appear to be nothing more than a shallow alcove. A DC 30 Perception check is necessary to notice it as anything other. This tunnel leads to Area 33 and was forgotten by the black orogs long ago. When the keepers collapsed the tunnel at Area 35 to restrict access, they failed to notice this forgotten tunnel, leaving it as an ideal place from which to infiltrate these caverns.

The watchers at Area 39 constantly keep an eye on this chamber. They attempt to hide invisibly in the concealing shadows of the ledge and can be detected with an opposed Perception check.

Development: Anyone remaining in this room for longer than 2 rounds must make a DC 35 Will save. If the save is failed, that individual experiences the vision below. Those that make the save notice nothing unusual. Anyone seeing the vision is dazed for 1 round thereafter. A PC can only experience the vision once, but if they save and then leave the room and return later, he must make the save again or experience the vision.

The air shimmers briefly, and suddenly you find yourself in a place other than where you were a moment ago. There is no longer a cavern around you, and in fact there is not even a mountain range. You stand on an arid plain, a savannah with a few clumps of trees here and there in the distance. It is early evening and the stars have begun to appear in the purpling sky, though they do not perfectly match the shapes and patterns that you are familiar with. Behind you stands a large encampment of colorful tents. Dozens if not hundreds of pack animals, handlers, and drovers wander through this tent city maintaining a respectful distance from you — or at least what is in front of you.

Before you is a group of three dozen men and women, all richly dressed and obviously well-to-do. They look like nobles and scholars. They gather in a semicircle in the grass and chant a litany that seems to somehow slide out of your mind before you can quite grasp what it is they are saying. Every now and then one rises, as if on cue, and makes careful controlled gesticulations or offers up some strange or exotic substance that disappears in a puff of smoke. The air is electric and makes your skin tingle. It is obvious they are casting some sort of powerful collective spell.

As you watch, a swirl of color appears in the air before them. It begins as a tiny speck and then begins to spread, growing wider and wider until a figure is visible within it. Finally it has grown to massive dimensions clearly revealing a tall humanoid with skin the color of pure cream and curling hair like the richest honey. He is achingly beautiful, and you cannot force yourself to look into his knowing eyes. He smiles beautifully at the assembled crowd, and they respond with orgasmic cries of delight and exultation. The beautiful figure seeks to step through the magical gate, but something seems to be blocking him. He looks imploringly at those gathered, and even you can feel the sorrow gnawing at your heart that such a magnificent being would be denied entry. In the depths of your soul you feel as though you would do anything to allow him entry. Evidently you are not the only ones, because the being's gaze suddenly changes to a smirk as he looks on his sycophantic followers — and then the blast of energy washes over you.

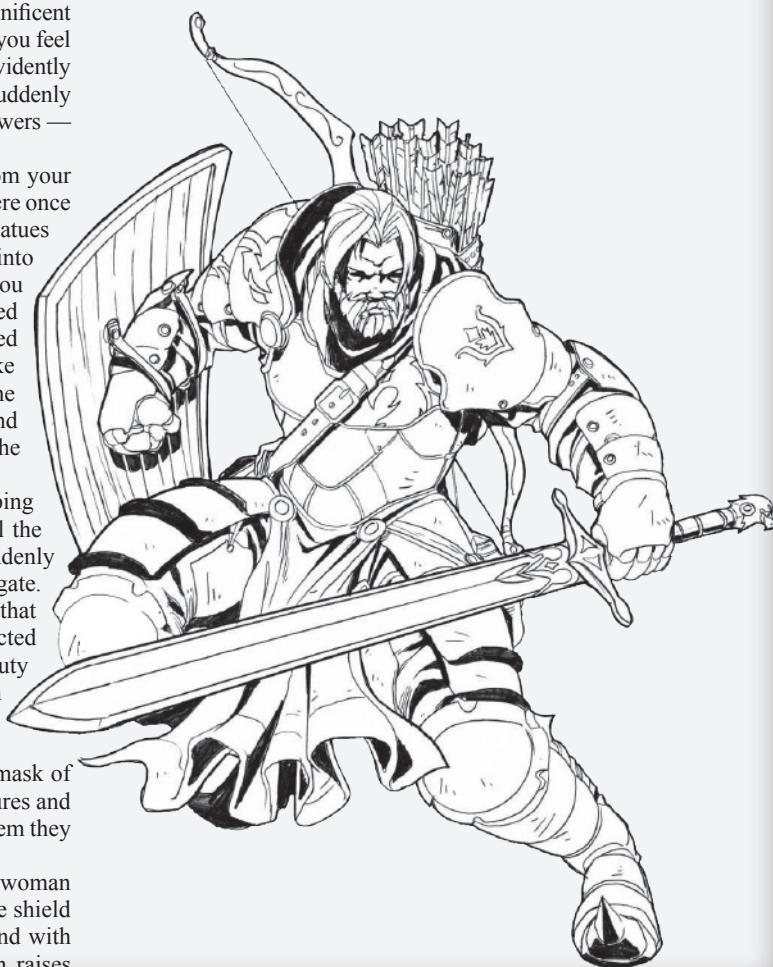
For a moment you are blinded. As the stars clear from your eyes you see the being smiling triumphantly. Where were once his frenzied adherents, now stands a crowd of stone statues frozen forever in gestures of supplication and fused into the very rock of the ground. The wave of heat behind you causes you to turn and behold the tent city now engulfed in curtain of fire that screams through it in a superheated wind that leaves only ashes and cinders in its wake where once tents, animals, and people stood. The flame continues to spread, engulfing the distant savannah and bringing the brightness of daylight once again to the benighted plain.

Turning with dread you see the being now stepping through the gate, and you realize that with his arrival the world is lost. But his step is checked in mid-stride as suddenly three human-sized figures stand before you facing the gate. You can only see them from the back, but you can tell that their faces radiate a heavenly light because it is reflected on the face of the other being and makes his carnal beauty pale in comparison. The figures are an armored man flanked by two armored women. One woman holds a kite shield, the other a sword. The man appears to be empty handed. The face of the being in the gate is a mask of arrogance and triumph, he gazes at the three small figures and continues his step into the world of Man — it would seem they have arrived too late to stop him.

His step checks once again, however, as he sees the woman holding the shield nod to her companions and hand the shield over to the man. He takes the shield and her right hand with his. The other woman takes her other hand and then raises

her sword striking down, swiftly sundering the woman in two from head to foot in a gout of glowing, fiery blood. The being in the gate screams but is unable to stop as the two bloodied halves of the woman fly towards him, growing to match and even exceed his size as they approach. They stop in flanking positions, one to either side of the gate and suddenly transform becoming stony and changing form until in their place stand two enormous obelisks delicately engraved with fantastical designs intertwined with images of a kite shield. With a clang like an iron door, an opaque gray field appears over the gate, blocking the view of the beautiful being beyond.

Still without turning toward you, the man wipes the blood from his face and uses it to draw a red cross on the front of the shield he was handed — a mirror of the bloodied, upturned sword hilt of his companion. Together they raise their hands and suddenly jagged rocks spring from the ground, rising like titans into the night sky. Mountains grow before your very eyes, around you and through you. Soon you find yourself back in a dark cavern standing before twin obelisks. A feeling of the passage of eons comes over you as you envision stars moving and changing places in the sky to fill familiar patterns. And in your minds eye you see a distant battle where angelic hosts breach the very gates of Hell, and a beautiful being is brought in chains before an armored man holding bloodied shield and an armored woman holding bloodied sword. They each lay hands upon the prisoner and his flesh begins to sizzle and smoke; his bones crackle and move, and his muscles contort into unnatural shapes. Soon the once-beautiful being is a broken caricature of a bloated man with twisted goatlike legs and the head and horns of a ram. The last image is of this broken creature being thrown into a dark, dark hole. Then you blink and find yourself once again in the cave you began in, standing before the ancient obelisks and the strange, fused statues.





Ad Hoc XP Award: Anyone experiencing the vision personally receives XP equal to a CR 20 encounter as they are suddenly exposed to the secret of a long-hidden piece of lore that has shaped the history of their world.

39. Watchers (CR 6)

This 10-foot-high tunnel connects Areas 38 and 40. It is accessed by a stair in Area 40. Running down the center is the streamer of misty essence from the barrier. The effects of touching it are described in Area 38.

Creatures: There are 4 **quasits** in this tunnel. Two watch to the east, and two watch to the west. They are invisible at all times. If intruders are spotted, one flies to warn the high keeper by taking the secret passage from Area 40 while the others remain behind to gather more information about the intruders. They try to avoid battle at all costs, preferring to retreat and let the black orogs take on foes.

QUASITS (4)

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Demon, Quasit”)

40. Cavern of the Sleeper (CR 24)

A noxious chemical smell fills the air here. Great metal drums and vats occupy most of the southern portion of the cavern. Strange machinery and bellows pump and wheeze with a great whirring and the grind of metal on metal. The sound is almost drowned out, though, by the great sonorous snores that fill the cavern. Squeezed in between this forest of vats and machinery is a massive reptilian creature. At first blush it resembles an ancient gold dragon, but that impression is brushed away by the oddly-contorted bones of its skull and misshapen horns that protrude at odd angles. This in no way resembles the graceful form of a gold dragon. In addition, metallic golden scales are covered under a patina of decay and corrosion giving the whole creature a rusty appearance with great patches of brownish and black scales intermixed with the stained and off-color golden scales that remain. A thin tendrill of black smoke enters the room through a tunnel high on the east wall and then descends to enter one of the many metal vats. From these a jungle of hoses and tubes connect to the flanks and limbs of this deformed dragon, pumping it full of who knows what foul concoction.

Creature: At last the PCs have reached the heart of Orcus’s foul plot. Here lies **Garagor the Sleeper**, an ancient corroded dragon — once a gold wyrmling kidnapped an age ago and subjected to a millennium of having Orcus’s foul essence siphoned into him through a tiny breach in the Keltine Barrier and then distilled through

CHAPTER 11: CAVERNS OF THE BARRIER

complex magic and machinery and introduced into its sleeping body. The result, as it has grown old and bloated, is a unique dragon with the power of a gold dragon and the corruption and hate of a demon prince. When fully grown, Garagor will be able to tap the divine power of Orcus and will then awaken to destroy the barrier. Fortunately that day has not yet come, and he still lies dormant.

Unfortunately, Orcus is aware of what goes on in these caves, and he is not prepared to allow his centuries-old plans to fall to a group of mere mortals. When the PCs enter this chamber, if the alarm has not already been sounded, Orcus sends vision to his clerics—both zhervas and keepers—summoning them to this chamber at once. This is difficult for the zhervas who gather the rest of the black orogs but have difficulty navigating the Dark Pool. The keepers, however, have no such delays, arriving soon through the secret entrance (DC 30 Perception check to locate).

In the round after the party enters, they see a noticeable pulse travel along the length of the misty umbilical connecting the barrier to the dragon's machinery. It enters the machinery, and the dragon's eyes snap open. Garagor has been awakened early to defend himself. He spends one full-round action tearing himself away from the assortment of machinery (though this actually inflicts no damage due to his DR) and activating his fire aura. He then begins to attack his foes, starting with his powerful corrosion breath weapon on the largest concentration he sees. Unfortunately for Garagor his centuries of sleep have left him somewhat disoriented, and once he begins attacking he doesn't differentiate friend from foe, attacking whoever is closest or dealing the most damage with equal impunity whether PC or black orog. He fights in a frenzy until slain and pursues as long as possible if the PCs flee. He is reluctant to go back to his slumber, so that even if the PCs fail to slay Garagor they will have set Orcus's plans back as the black orogs try to regain control of the beast and lull him to sleep once again.

GARAGOR THE SLEEPER

CR 24

XP 1,230,000

Male ancient advanced, giant unholy corroded dragon (*Pathfinder Roleplaying Game Bestiary* "Metallic Dragon, Gold"; *Advanced Bestiary* 245)

CE Colossal dragon (chaos, earth, evil, fire)

Init +2; **Senses** dragon senses; **Perception** +42

Aura fire (10 ft.), awful presence (30 ft.), frightful presence (300 ft., DC 34)

AC 43, touch 4, flat-footed 41 (+2 Dex, +39 natural, –8 size)

hp 611 (26d12+442)

Fort +32; **Ref** +17; **Will** +26

Defensive Abilities protection from good; **DR** 15/good and magic;

Immune fire, negative energy, paralysis, sleep; **SR** 35

Weaknesses vulnerability to cold

Speed 70 ft., burrow 30 ft., fly 260 ft. (clumsy), swim 70 ft.

Melee bite +38 (4d8+30/19–20 plus profane), 2 claws +38 (4d6+20/19–20 plus profane), 2 wings +36 (2d8+10/19–20 plus profane), tail +36 (4d6+30/19–20 plus profane)

Ranged touch +20 (by spell)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (120-ft. cone, DC 40, 7d10 fire, 7d10 acid, 7d10 negative energy), crush, tail sweep, unholy spellcasting, weaken breath

Spell-like Abilities (CL 26th):

At will—*bane* (DC 22), *deeper darkness*, *detect evil*, *geas/quest*, *sunburst* (DC 29)

3/day—*detect gems*

1/day—*ill luck*

Spells Known (CL 15th):

7th (5/day)—*greater teleport*, *waves of exhaustion**

6th (7/day)—*circle of death** (DC 27), *disintegrate* (DC 27),

forceful hand (DC 27)

5th (7/day)—*cloudkill* (DC 26), *cone of cold* (DC 26), *feeblemind*

(DC 26), *plane shift* (DC 26), *wall of force*

4th (7/day)—*charm monster* (DC 25), *dimension door*, *greater invisibility*, *ice storm*

3rd (7/day)—*dispel magic*, *fireball* (DC 24), *haste*, *nondetection*

2nd (8/day)—*arcane lock*, *cats' grace*, *detect thoughts* (DC 23),

hideous laughter (DC 23), *scorching ray*

1st (8/day)—*identify*, *magic missile*, *protection from good*, *sleep* (DC 22), *unseen servant*

0 (at will)—*bleed** (DC 21), *detect magic*, *detect poison*, *disrupt undead**, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *resistance*

*Necromancy spell

Str 51, **Dex** 14, **Con** 45, **Int** 28, **Wis** 29, **Cha** 32

Base Atk +26; **CMB** +54; **CMD** 66 (70 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite), Improved Critical (claw), Improved Critical (tail), Improved Critical (wing), Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike

Skills Appraise +38, Bluff +40, Diplomacy +40, Fly +15, Intimidate +40, Knowledge (arcana) +38, Knowledge (history) +38, Knowledge (local) +38, Knowledge (nobility) +38, Knowledge (planes) +38, Knowledge (religion) +38, Perception +42, Sense Motive +42, Swim +57, Survival +38

Languages Abyssal, Aklo, Common, Draconic, Giant, Orc, Terran, Undercommon

SQ change shape (*polymorph*), fast flight, unholy body

Awful Presence (Su) Every nonevil creature within 30 feet of Garagor automatically takes a –1 profane penalty on all attack rolls, checks, and saves. The awful presence is a mind-affecting fear effect.

Breath Weapon (Su) Garagor's breath weapon is a noxious stew of corrosion and negative energy incarnate. In appearance it resembles a spew of boiling black flames. A third of the damage is fire, a third is acid, and third is negative energy. 120-ft. cone, 7d10 fire, 7d10 acid, 7d10 negative energy, Reflex DC 40.

Change Shape (Su) Garagor can assume any animal or humanoid form three times per day as if using *polymorph*.

Detect Gems (Sp) Garagor can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

Fast Flight (Ex) Garagor is treated as one size category larger when determining fly speed.

Fire Aura (Su) Garagor is surrounded by an aura of fire. All creatures within 10 feet of him take 1d6 points fire damage at the beginning of Garagor's turn. Garagor can activate or suppress this aura as a free action.

Ill Luck (Sp) Once per day Garagor can touch a gem, usually one embedded in his hide, and enspell it to bring ill luck. As long as Garagor carries the gem, every good creature within 100 ft. receives a –1 luck penalty on all saving throws. This is the equivalent of a 2nd-level spell.

Profane (Su) Each of Garagor's natural attacks deals +1d6 points of profane damage to an opponent of good alignment.

Protection from Good (Su) Garagor gains a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks by good creatures. Furthermore, he is immune to any attempt by a good creature to possess, charm, or influence him.

Unholy Body (Su) Garagor is healed by negative energy and harmed by positive energy like an undead creature. This inflict spells heal him and cure spells harm him.

Unholy Spellcasting (Su) Garagor's effective caster level for necromancy spells or spells with the evil descriptor is one higher. This benefit stacks with itself, so his effective caster level for spells that fit both parameters is two higher.

Weakening Breath (Su) Instead of a cone of corrosion, Garagor can choose to breathe a cone of weakening gas. Creatures within the cone must succeed on DC 40 Fortitude save or take 10 points of Strength damage.

Concluding The Adventure

If the PCs have succeeded in plumbing the depths of citadel, locating the Keltine Barrier, and slaying the Sleeper, then they are truly heroes of legend. With Garagor destroyed, the Keltine Barrier is once again secure for now, but the possibility still exists that it could be opened at some later date by the continued plotting of Orcus. It is unlikely that the Demon Prince of the Undead would give up on his age-long plan now. Perhaps the PCs choose to get to the heart of the matter and maybe even complete the task begun by the Army of Light. Such an endeavor would undoubtedly lead them to the infamous Dungeon of Graves to face the mightiest earthly holding of Orcus as revealed in *Rappan Athuk Reloaded* by **Necromancer Games**. If rumors be true, that dungeon has never been successfully completed. It is even possible the PCs will have achieved epic levels as a result of this adventure series and could be ready to take their expeditions to a whole new level — the Abyss perhaps — and take on even the challenges revealed in “The Den of the Master” from fabled Rappan Athuk. Certainly the demon lord will be interested in finding the thwarters of his schemes and would spare few expenses in avenging himself upon them.

Having plumbed the depths of the Citadel of Orcus and the caverns beneath, the party has destroyed much of the evil in Tsar (perhaps even removing the Pall) and brought knowledge of the Three Gods back into the world. The Order of the Justicars was destroyed long ago, and the party may have made the acquaintance of the last Justicar, Gerrant of Gilboath, in this adventure. The means to re-establishing that order is provided in the adventure *The Tomb of Abysthor* by **Necromancer Games**, but what of Kel the Protector’s ancient church? It is possible that the PCs may feel the urge to begin their own knightly order in her tradition to better remember her sacrifice for the good of all mankind. A paladin or similar character may even be approached by Bofred the Just of Thyr or Barahil the Faithful of Muir (high priests of those respective deities in Bard’s Gate). It is even possible that somehow worship of Kel could be revived through the intervention of her siblings, bringing a living church and faith to the dead goddess and providing those followers with clerical abilities. For who knows what truly constitutes the existence of a deity? It is said that even Orcus himself once underwent just such resurrection. See the side bar below for details on Kel as a deity if you wish to go this route.

As mentioned in the adventure hooks, the PCs may have been tasked with opening a safe trade route to the exotic lands of the north through the Desolation. This is largely accomplished with the destruction of Orcus’s plot. Now characters of the PCs’ levels are likely to be given land and/or noble title—maybe even governance over the ruins of Tsar and surrounding lands—by the powers that be to manage that trade route and protect it from further danger. This could provide both a great deal of wealth and danger to those who would take on such responsibility, especially since there could still be a nest of highly militant Orcus-worshipping orogs beneath their feet.

Finally, whoever possesses the *Hammer of the Three Gods* is the rightful protector and ruler of St. Harul’s Hold. If such a character is of noble mien and intent, the churches of Thyr and Muir would love to have the ruins cleansed of evil and the site reconsecrated as holy to their faiths. A PC could hold that post either as the high priest, or if not a cleric of those faiths, then at least as a trusted governor ruling on behalf of the churches.

Whatever path the PCs choose from this juncture — peaceful retirement or adventures on a whole new scale — the reputation and experiences gained for their defeat of the evil of slumbering Tsar will live on in tales and bard songs for centuries to come and color all of their future encounters and dealings.

Kel, Goddess of Self-Sacrifice, Lady of Protection

Alignment: Lawful Good

Domains: Good, Healing, Law, Protection

Symbol: Kite shield of purest white

Garb: White robes trimmed in blood red

Favored Weapon: Shields of all types for shield bash

Form of Worship and Holidays: Evening prayers for protection and health at vespers. Special holy days on the eve of the solstices and equinoxes for the coming season.

Typical Worshipers: Humans, Guardians, Paladins, though not currently worshipped.

Kel is the sister of Thyr and Muir, triplet siblings known as the Three Gods. She was popular among humans until around 10,000 years ago when she gave up her life to prevent Orcus from conquering the Material Plane. She was normally depicted as an armored woman holding a kite shield with a benevolent but sad expression on her face. It was said she carried the sorrows of the world on her shoulders and later stated that she must have seen the fate that would befall her. Her principles were the protection and safety of civilized societies where individuals could grow and achieve their destinies without fear of sudden calamity or destruction. When she sacrificed herself, her siblings assumed her spheres of influence and incorporated her goals into their own. It is rumored, however, that a portion of her essence was released upon her death and became twisted with hate and vengeance for the end that she met and coalesced into a new deity that was the very antithesis of all she had stood for — Hel, Lady of Death and Pestilence. If Kel’s church were somehow revived, it is certain that they would make eradication of that apostate faith as one of its top priorities. Her sacred animal is the lowly hedgehog for his innate protective abilities, and her faithful often repeat the ancient axiom, “The fox knows many tricks; the hedgehog one good one.”

Prestige Class Appendix

The following prestige classes originally appeared in association with *R1-3: Rappan Athuk—The Dungeon of Graves* and *D1: The Tomb of Abysthor* by Necromancer Games. They are updated and included here for your convenience.

The Disciple of Orcus A Thoroughly Evil Prestige Class

By Clark Peterson and Bill Webb

There are priests of Orcus, and there are Disciples of Orcus; fanatics who go to great lengths to appease their chosen lord. They begin their journey down the path of evil and death learning simple abilities that allow them to manipulate and control the dead. As they grow in power, the Disciples become closer and closer to their god, until finally, the penultimate power level is achieved; that of undeath itself.

Role: Clerics most often become Disciples of Orcus. As a matter of fact, no class without at least some divine spellcasting ability can ever hope to follow the path of the Disciple. Fighters, bards, wizards, sorcerers, and druids sometimes become Disciples of Orcus. Barbarians, monks, rangers, and rogues generally do not. A paladin can never become a Disciple of Orcus without changing alignments (though a fallen paladin/blackguard can).

An NPC Disciple of Orcus will be found anywhere there is a temple to Orcus, though most will be secluded or well hidden, as the worship of such a being is not widely accepted (something the Disciples hope to change in the near future). Their last known high altar was located in the lost city of Tsar, though many suspect a new center of worship was erected in the infamous Dungeon of Graves after Tsar's fall (see *The Slumbering Tsar Saga* by Frog God Games and *Rappan Athuk Reloaded* by Necromancer Games respectively).

Alignment: Chaotic evil.

Hit Die: d8.

Requirements

To qualify to become a Disciple of Orcus, a character must meet the following criteria:

Spellcasting: A Disciple must be able to cast divine spells of at least 3rd level.

Skills: Knowledge (religion) 6 ranks.

Feats: Great Fortitude, Power Attack.

Special: The Disciple must be a worshiper of Orcus, the demon-lord of the Undead, and must also bind his or her soul to the eternal service of Orcus through interaction with a demon and a special ritual. The Disciple must seek out this demon on his or her own. Potential Disciples deemed unworthy by the demon are normally devoured.

Class Skills

The Disciple of Orcus' class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

Class Features

All of the following are class features of the Disciple of Orcus prestige class.

Weapon and Armor Proficiency: Justicar's gain no proficiency with any weapon or armor.

Channel Energy/Spells per Day: When a Disciple of Orcus level is gained, the character gains new spells per day as if he had also gained a level in any one divine spellcasting class he belonged to before he added the prestige class. In addition he grows more powerful in his channel energy ability as if he had gained a level if he has the channel energy ability from a class he had before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional

Disciple of Orcus

Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Channel Energy/ Spells per Day
1	+0	+2	+0	+2	Animate dead, darkvision 60 ft.	+1 lvl of existing class
2	+1	+3	+0	+3	Speak with dead	+1 lvl of existing class
3	+2	+3	+1	+3	Necromantic power	+1 lvl of existing class
4	+3	+4	+1	+4	Summon undead	+1 lvl of existing class
5	+3	+4	+1	+4	Cloak of Orcus	+1 lvl of existing class
6	+4	+5	+2	+5	Improved animation	+1 lvl of existing class
7	+5	+5	+2	+5	Friend of death	+1 lvl of existing class
8	+6	+6	+2	+6	Touch of the Death God	+1 lvl of existing class
9	+6	+6	+3	+6	Greater summoning	+1 lvl of existing class
10	+7	+7	+3	+7	Shroud of Orcus	+1 lvl of existing class



spells per day, spells known (if he is a spontaneous caster), an increased effective level of spellcasting, and a greater ability to channel energy. If a character had more than one spellcasting class before becoming a Disciple, he must decide to which class he adds the new spell level for purposes of determining spells per day. This choice does not affect his channel energy ability even if it is derived from a different class than the spellcasting class chosen by the Disciple. He will still increase in that class's channel energy ability regardless. If he has multiple classes that can channel energy, his ability increases by a level in only one of the classes of his choice.

Animate Dead (Sp): Once per day at 1st level and an additional time per day every four Disciple levels, the Disciple of Orcus can *animate dead* as the spell cast by a character equal to the Disciple's total divine spellcaster levels (Disciple class level plus any other divine spellcasting class levels).

Darkvision 60 feet (Ex): The Disciple gains darkvision to a range of 60 feet. If the Disciple already possesses darkvision, the range is increased by 60 feet.

Speak with Dead (Sp): At 2nd level, a Disciple of Orcus can *speak with dead* as the spell once per day and an additional time per day for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Disciple's total divine spellcaster character levels.

Necromantic Power (Ex): At 3rd level, when a Disciple uses channel negative energy to heal undead (or others who can benefit from negative energy in this way, such as a cleric with the Death domain and death's embrace ability), the recipients receive an additional 2d6 points of negative-energy healing. This increases by 1d6 for every 3 Disciple levels thereafter (2 at 5th, 3 at 8th). This does not apply when channel negative energy is used to harm the living.

Summon Undead (Su): At 4th level, a Disciple can summon undead. He can use this ability multiple times per day but can

only summon a number of undead whose total HD do not exceed double his total divine spellcasting levels per day. The undead are commanded and controlled and remain for 1 round per divine spellcaster level.

Cloak of Orcus (Su): All undead commanded or controlled by the Disciple gain channel resistance equal to one-half the Disciple's class level so long as they remain within 30 feet of the Disciple.

Improved Animation (Su): Undead animated by the Disciple by spell or spell-like ability have maximum hit points per Hit Die.

Friend of Death (Su): Mindless undead will not attack the Disciple of Orcus unless provoked or attacked first. They simply ignore the Disciple so long as he takes no action against them. Intelligent undead must make a Will save (DC 10 + Disciple level + Disciple's Charisma modifier) each round in which they attempt to attack the Disciple.

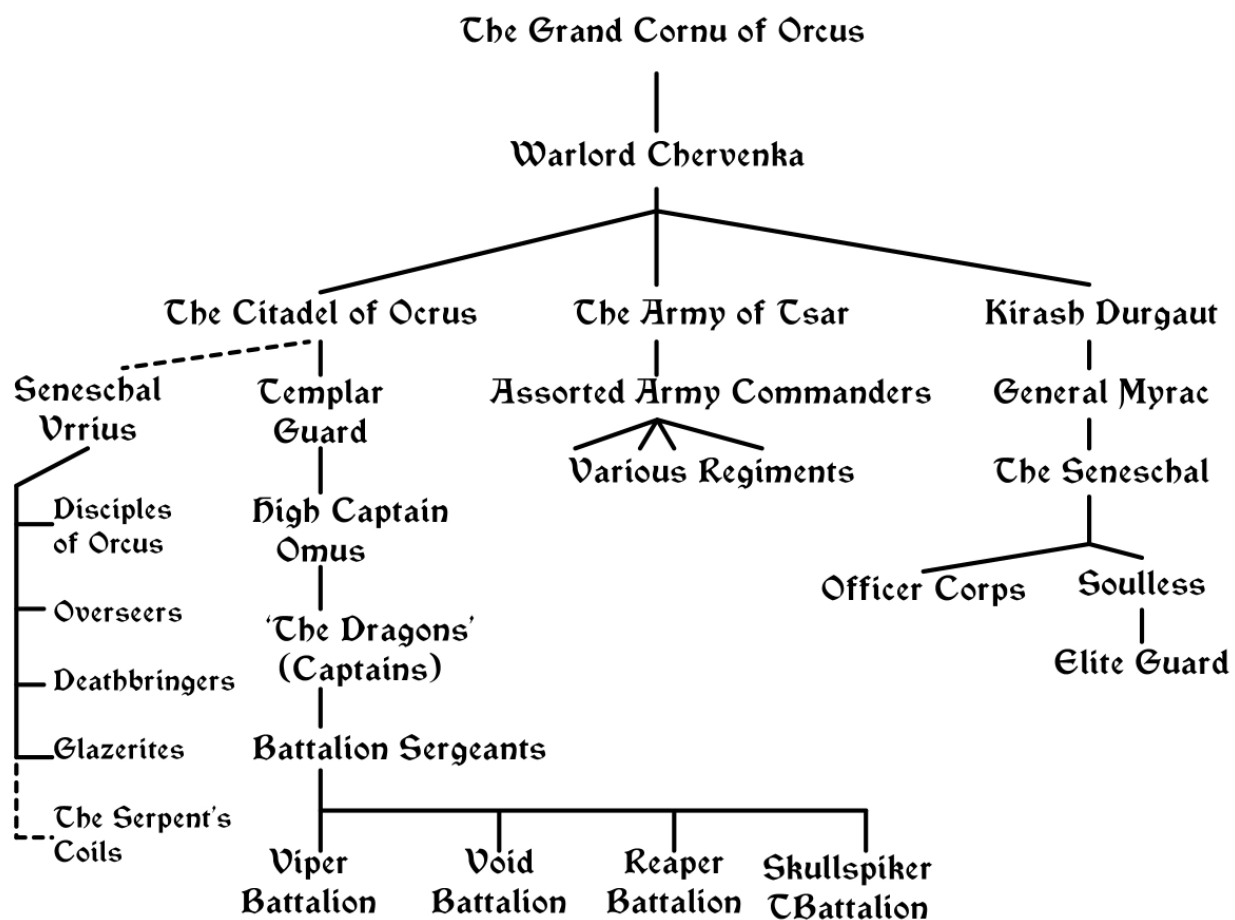
Touch of the Death God (Su): At 8th level, once per day the Disciple can make a melee touch attack against a single living creature to inflict 2d4 negative levels on a successful attack. The Fortitude save to remove a negative level has a DC of 15 + the Disciple's Charisma modifier. The Disciple gains 5 temporary hit points for every negative level he bestows upon a target.

Greater Summoning (Su): At 9th level, the number of undead a Disciple can summon using his summon undead ability is increased by 50%. That is the Disciple can summon triple his total divine spellcasting class levels in Hit Dice.

Shroud of Orcus (Su): At 10th level, the Disciple completes his journey to become one with his master and gains the lich template (see *Pathfinder Roleplaying Game Bestiary* "Lich"). From this point forward he is irrevocably tied to the will of Orcus and cannot be *resurrected* if destroyed unless Orcus chooses to let him (an unlikely event).

figure 12-1

The Military Hierarchy of Tsar

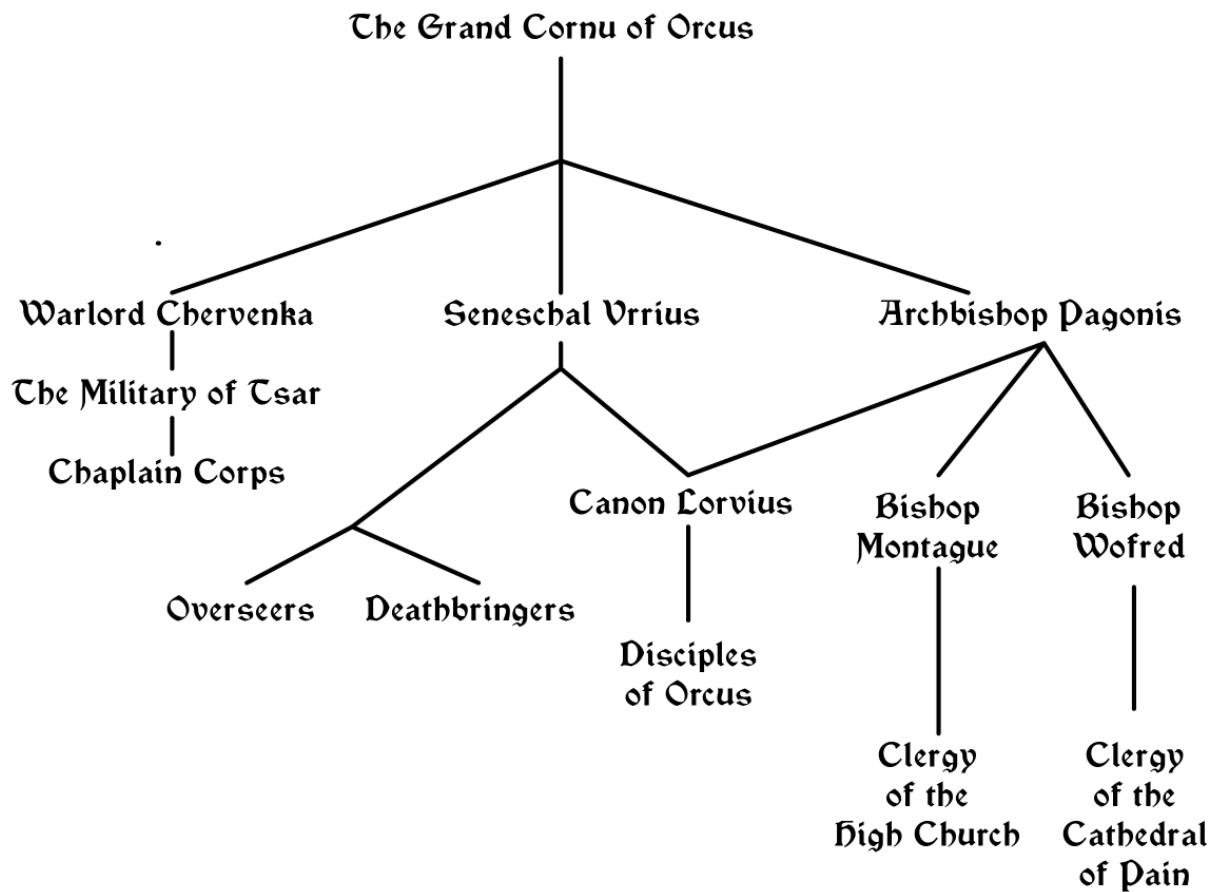


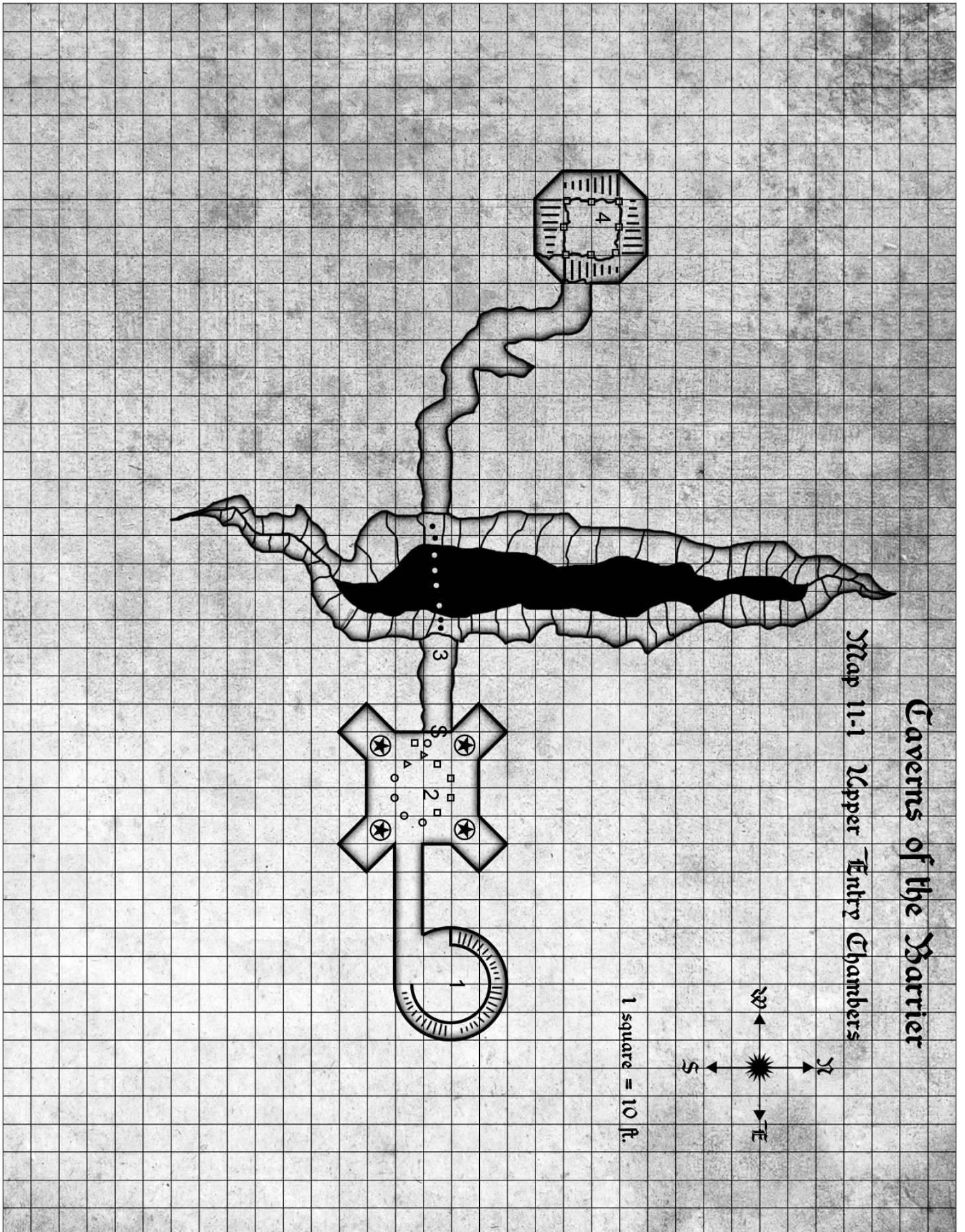
Tsarite Military Ranks

Warlord
General/Seneschal
Commander
High Captain
Captain
Sergeant
Soldier

figure 12-2

The Ecclesiastical Hierarchy of the Temple-City

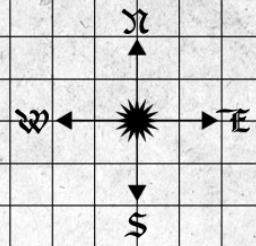




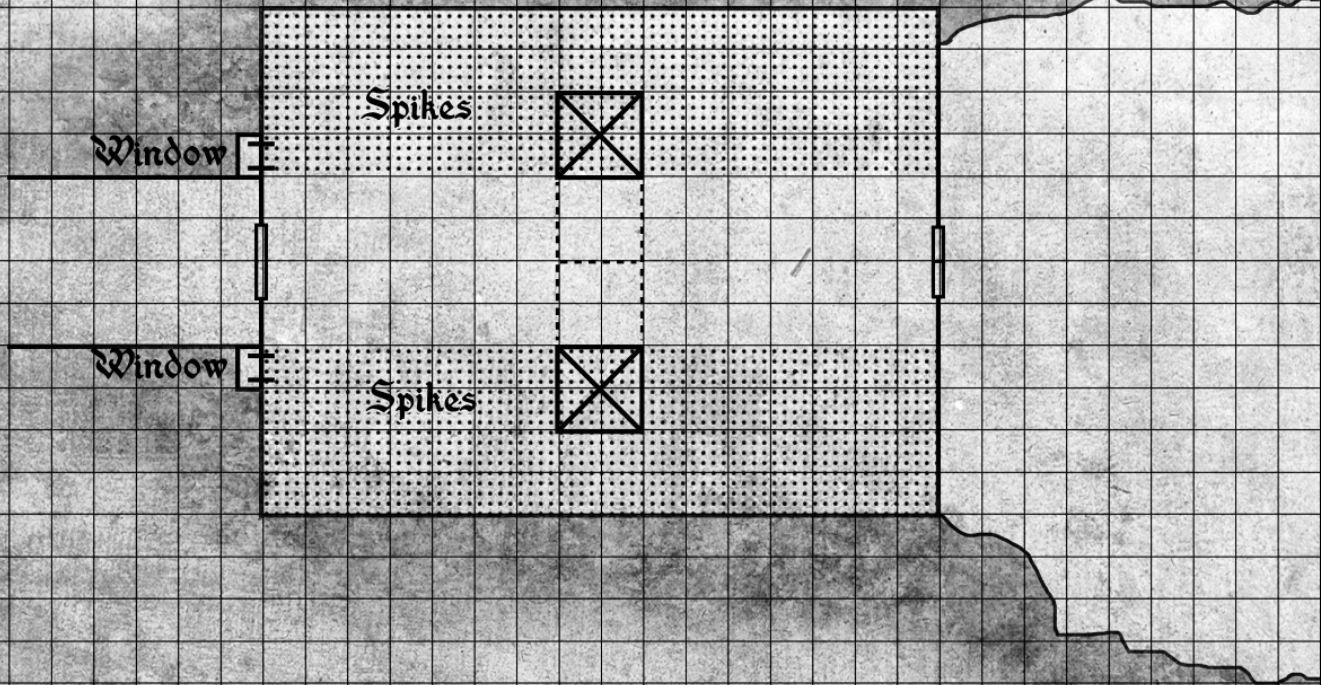


14. Fall of Needles

Map 11-3



1 square = 5 ft.

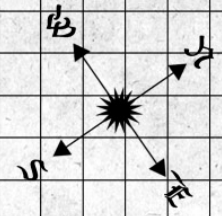




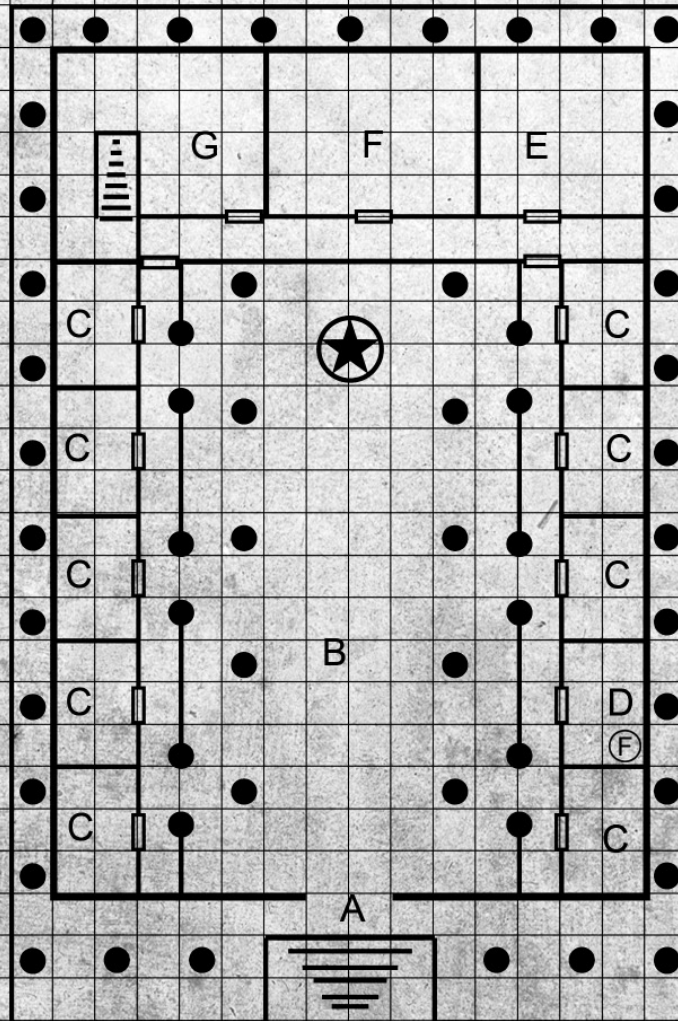
21. Temple of Anticipation

Map 11-5a

Main Level



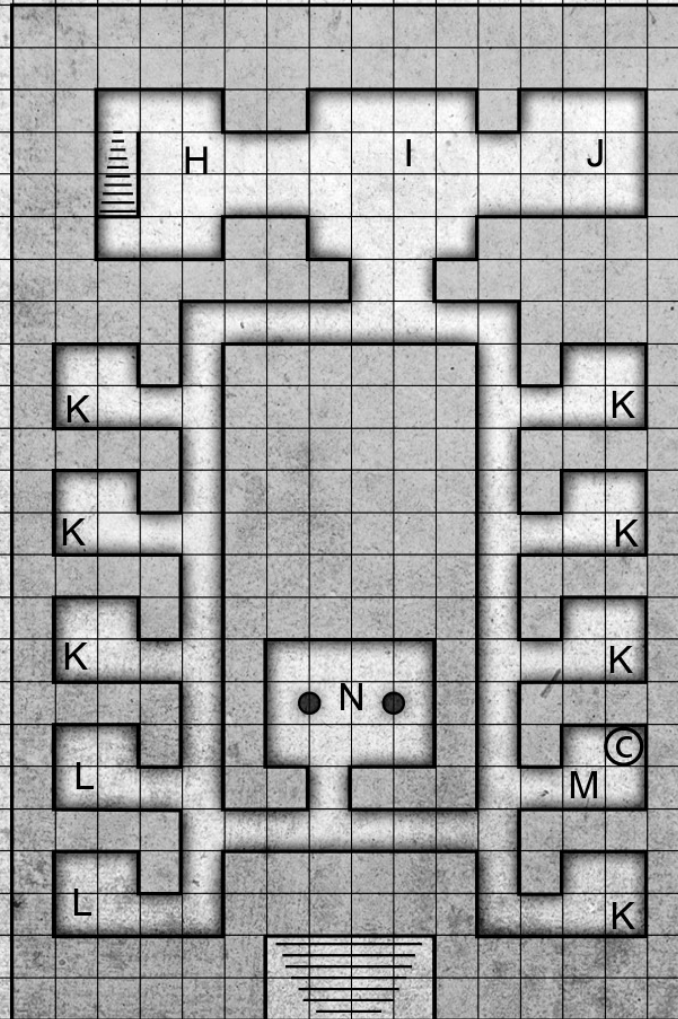
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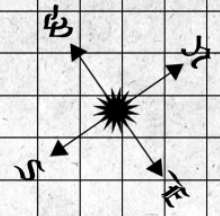
21. Temple of Anticipation

Lower Level

Map 11-5b

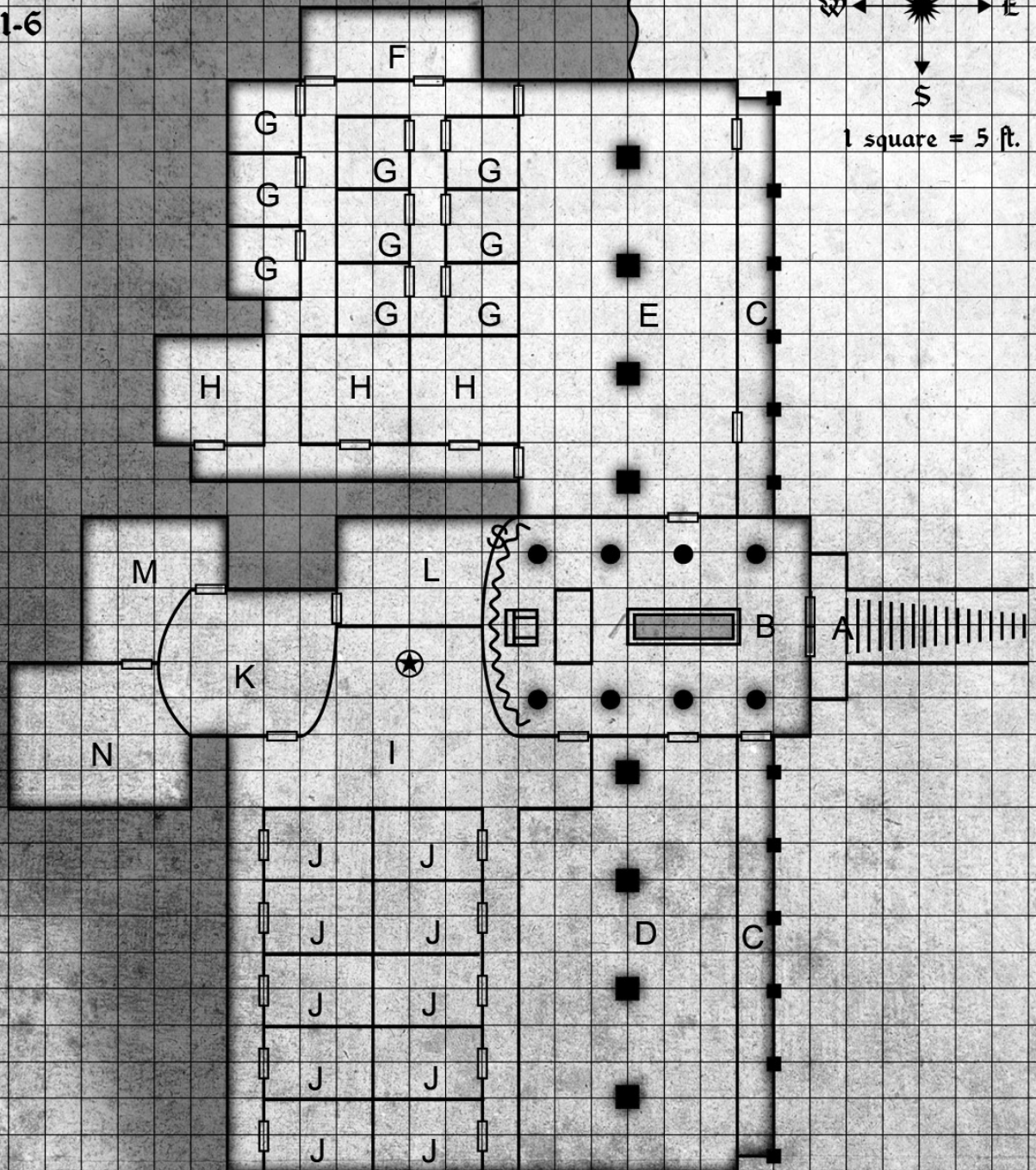
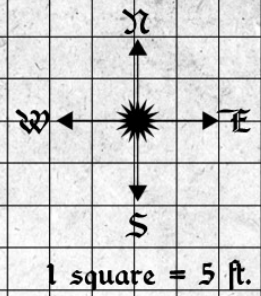


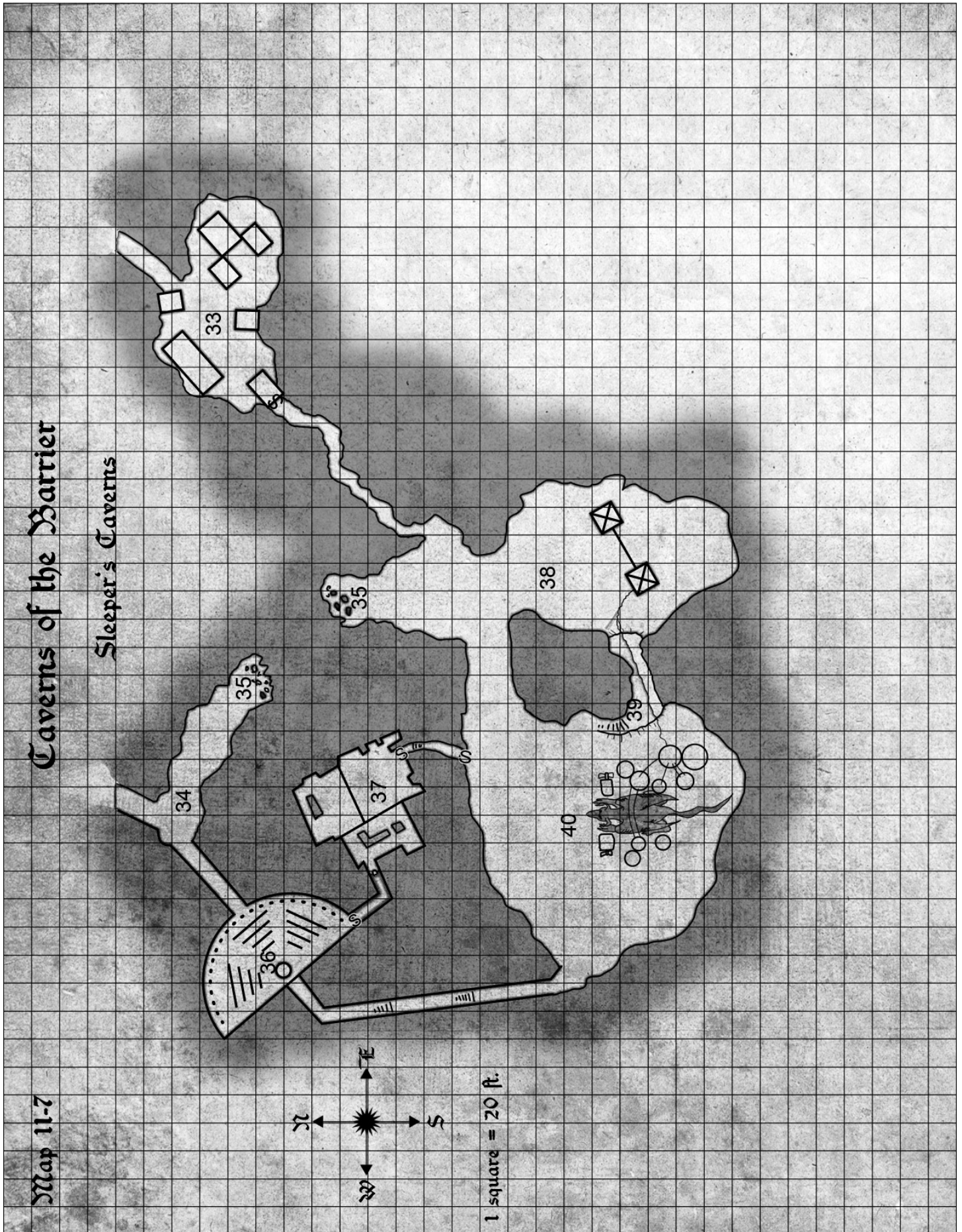
1 square = 5 ft.



32. Waldgraf's Hall

Map 11-6

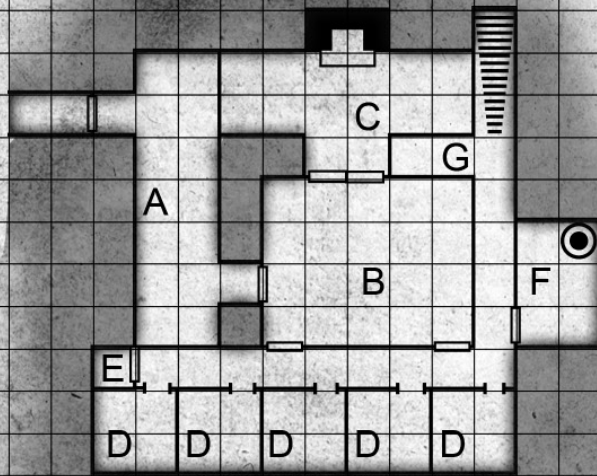
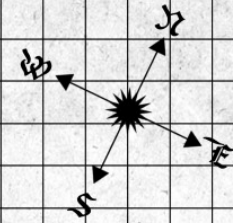




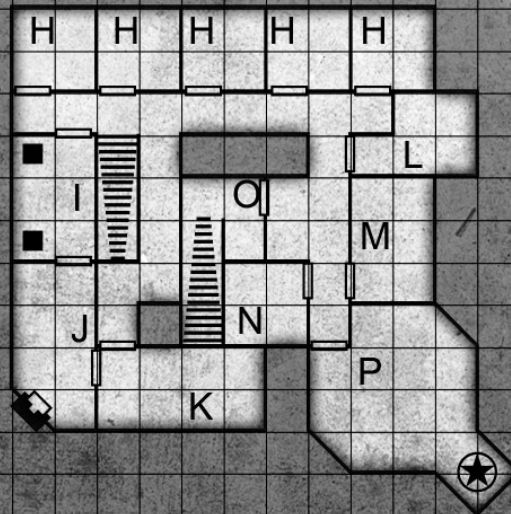
Map 11-8

37. Keeper Chapterhouse

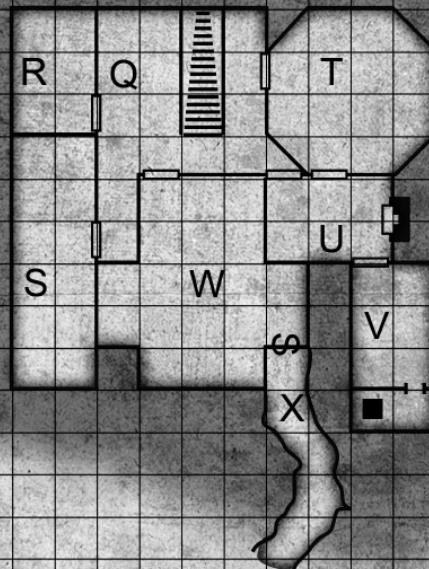
1 square = 5 ft.



1st Level



2nd Level



3rd Level

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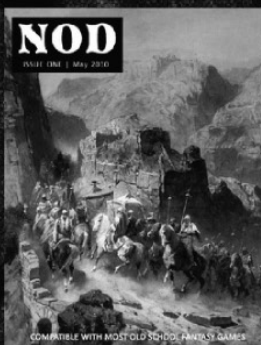
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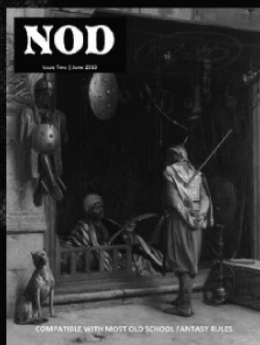
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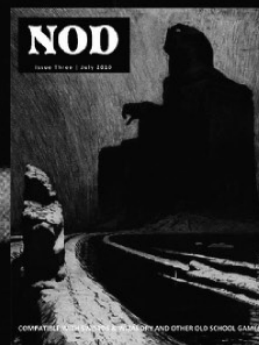
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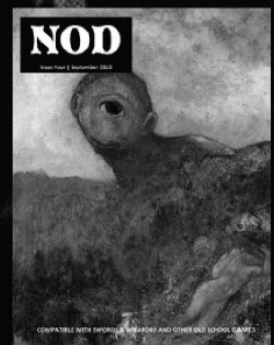
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